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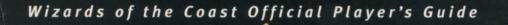
Get your hands around a Fat Pack and you get the Wizards of the Coast * Official Player's Guide to the Mercadian Masques card set, a tournament pack, three boosters, and a storyline novel—for just \$24.99 (\$30 retail value). It's everything there is to know about Mercadian Masques.



MAGIC The Gathering®







eatures

Un-Masqueing Magic R&D Ever wonder how Magic cards are created? Here's a glimpse at the process. by Michael G. Ryan

Graphic Novel

See what happened to the Weatherlight and her crew after Rath. by Kev Walker and Scott McGough

Card Encyclopedia Every single Mercadian Masques card shown with full text.

Check List

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Magic: The Puzzling Magic puzzles return with "Spellshape Up" and "Theme Weavers." by Mark Rosewater

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Top white cards and a playtest deck from lead developer Henry Stern.

Focus: Blue

Mark Rosewater's take on the best control cards in Masques.

Focus: Black

Designer Robert Gutschera shows us the cards that make black look good.

Focus:

ou're better red than dead with these top red cards from designer William Jockusch.

Focus: Green

Masques lead designer Mike Elliott shows us he beef in green.

Focus: Artifacts & Lands

Some powerful toys everyone can play with from William Jockusch.

Six sure-fire combos from inside the gray walls.

Magic & Mayhem

A look behind the masques at the Mercadian Masques theme decks. by Michael G. Ryan

Top games

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L5R players decide the fate of the world. by Edward Bolme

Doji shizue speaks
An interview with L5R story guru Ree Soesbee. by Wolfgang Baur

Touick Bits

Our intrepid reviewer looks at five hot new PC games. by Rick Moscatello

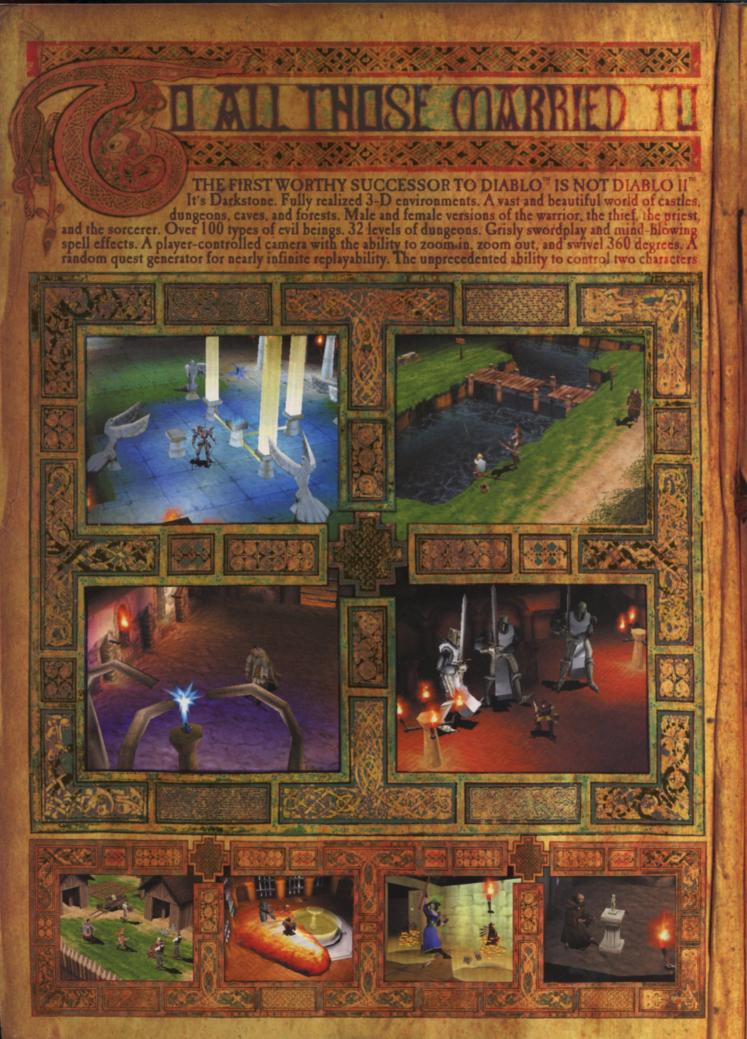
Team Fortress classic Get more life from your Half-Life with TFC. by Peter Whitley

Duelist Oracle

Classic Magic and the Urza Block sets are the Standard now.

Duelist Price Index

Pokémon TCG and Magic: The Gathering prices, plus evaluating Mercadian Masques.



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www.godgames.com

Origins. Twenty thousand gamers under one roof for four glorious days of gaming during a steamy Midwest

summer. You could almost smell the excitement. This was the event chosen for the grand unveiling of the Wizards of the Coast Official Player's Guide, a publication brought to you by the editors of Duelist magazine.

The question: How do we grab the attention of all these gamers in an exhibition hall filled with really cool stuff to see and buy? The answer was actually pretty obvious: Give away really cool stuff and show these gamers something they couldn't see anywhere else in the entire convention.

Thus was born our infamous "Make Your Own Warmonger" contest, where we showed Magic players the Warmonger card (sans text) from the Mercadian Masques expansion and asked them to guess the card. For the small price of listening to a Duelist editor talk about our new publication, every game goob that came to our booth could look at the Warmonger, enter a contest for a chance to win a box of Mercadian Masques boosters, and walk away with a free Duelist T-shirt or life counter.

Who could pass up an opportunity like this? It turns out not many could. Our booth became the talk of the convention. People recruited their friends and family to come over and get free life counters. Players even assaulted Mark Rosewater and other members of R&D at the Magic U.S. Nationals competition to see if they could get an inside track on the Warmonger's abilities.

It was fun to read people's guesses. Many gave Warmonger echo and boosted its power and toughness. But the Mercadian Masques set kicks off a new cycle, so echo is a thing of the past. Others realized this and cautioned their buddies not to use echo. Some were confused by the minotaur in the image and the "Creature-Monger" card type, so we got a lot of abilities that affected or were affected by Minotaurs, and some that only affected other Mongers.

Some people even gave us flavor text instead of ability text. (No. we're not that cruel. Players didn't have to read the mind of the flavor text author; just the minds of R&D.) My favorite submitted flavor text was: "I harness the fire of the mind. And war ignites my soul." Wow. Mark Craddock should apply for a job working on flavor text (or as a Hallmark greeting-card writer).

In the end, over 900 gamers entered our contest. but Stephen Bridger of Gardenia, Ohio, came closer to the Warmonger's actual card text than anyone else at the convention. Stephen made Warmonger a 3/3 creature with "1 ≥, ♦: Do 2 damage to all creatures and players." To see just how close Stephen came to guessing the exact text, take a look at the foil Warmonger that came with this issue or look at our "Mercadian Masques Card Encyclopedia," starting on page 58.

So what's in a name? Only what you invest in that name. Warmonger, Magic: The Gathering, Wizards of the Coast, Duelist. All these names have different meanings to each and every one of us. I can tell you what these names mean to me, but I can never tell you what the name means to you. I can only ask and listen to your answer. I hope you enjoy this Wizards of the Coast Official Player's Guide.

Tell me what you think. I guarantee I will listen.

Will McDermott

Editor in Chief

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Living Death Set aside all creature cards in all graveyards. Then, put each creature graveyards. Then, pureach creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control. Horrific Halloween Edition Illus, Charles Gillespie Welcome to "Box 707," the letters page that isn't afraid to tell it like it is in today's werewolf-infested forests. We're en route to our new home in TopDeck magazine, and the budget being what it is, we editors are all riding in the back of the U-Haul. Strangely enough, we found a couple of

Wizz Kid

Just thinking that all you card Wizzes [sic] down at Wizards of the Coast might have been a little board [sic]. So just for a laugh or two here is a card I made just for fun. If you want, you could share this in Duelist magazine. Also I just wanted to say hey from down here in Oregon.

> Sincerely, Tyler Lewis Age 13 Whitford Middle School, Oregon

Hey right back at ya from the cramped, stuffy confines of a speeding moving van, Tyler! Your card certainly did help break up the monotony of this endless road trip, if only for a little while. Now, if you could just get the others to stop staring at me with their dead eyes ... I wonder if this has anything to do with that Clamato? Only time will tell. Man, I'm getting peckish.



But Seriously, How Do You Really Feel?

[Editor's Note: the following letter arrived complete with a shredded Pikachu card. The FBI is currently looking into the matter.]

Dear Duelist.

months' worth of correspondence from readers of the dearly departed

Duelist while scavenging for food. Fortunately, we also found some

expired Clamato juice, which should provide us with sustenance for

the rest of the journey. Let's answer a few letters, shall we?

I am a full-blown Magic nut, but lately I've branched off, trying other games like Doomtown and Legend of the Burning Sands, but there is one TCG I won't play, Pokémon. I swear this is the worst card game ever created!

Have you people heard of Pokémon Snap? That game has possibilities—a little bit of reprogramming and instead of taking [the Pokémon's] pictures, you [incredibly horrifying description of graphic violence deleted-if you absolutely must know what was said, send us a postcard] Ha! Ha! Ha! Then I'd actually buy the game.

Pokémon Exterminator

writing of this letter.

Jacob Muehlbaur Coon Rapids, Minnesota P.S. Is it true that *Duelist* is stopping mailing and going on the Net only? P.P.S. Pokémon were hurt, maimed, tortured, gutted, ripped, cut, shot, and gouged in the

Ah, it's good to see that neither the manners nor judgment of the good people of Minnesota has changed since the election of Governor "The Mind" Ventura. Go Vikings!

Excuse me a moment, associate editor Michael Mikaelian is gnawing on my arm. There was definitely something screwy in that Clamato.

Confused, But Ambitious

Dear Wizards People.

I'm a really big fan, but I just started getting Duelist in January. I was sent a letter about refunding [me for the rest of the subscription], but I have a WHOLE YEAR coming! I would love to have the Mercadian Masques Player's Guide and extra stuff, but I would also like a refund for the rest of my subscription. Is there a way of getting both?

I would love to have a job, so if there is any room in R&D for a 13-year-old, let me know. If you think I'm not old enough, save me a spot. PLEASE?! Thanks for all the great stuff you guys have done, and I hope it's (almost) the same on the Internet.

> Sincerely, Jeff Martin urzamaster@aol.com

Man, what is it with the 13-year-olds this month? It's all about you, isn't it? Unfortunately, Jeff, the position of Official R&D 13-Year-Old is taken. Sorry, buddy. Still, you have raised some important questions, which will help me clear up just a bit of the confusion that has arisen over Duelist's move onto the Internet (www.wizards.com/duelist) and the debut of the new TopDeck magazine. Former Duelist subscribers will simply have their subscriptions transferred to the new magazine on a "one-for-one" basis. That means that you've already gotten this special Masques Player's Guide in place of Duelist #42, and you'll get one TopDeck for each issue of Duelist you were scheduled to receive. If you have any questions or at any time just want to get a refund on your subscription, send an email to: duelist@pcspublink.com or call 1-800-395-7760.

Man, I could go for a really rare steak right now.

Might you see Wild 'n' Harry in the Nemesis set? Nah. Too tame.

Obligatory Prison Letter

To: Definitely Wizards of the Coast! My name is Sam McCune! I am in prison 'til December 1, 2002! I'm not a bad person, [I] just made a stupid mistake!

I AM A "VIDEOT!" (A Video Game Idiot) HA! HA! I am working with my sister to get me a subscription to you guys! AWE-SOME magazine!

Could you send me some stuff? Paper only of course! What do I like?

Pokémon - I love Pokémon. I've got the March 1999 issue I bought for three bucks.

I was one of the best Tekken 3 players of the Tri Counties Santa Barbara/Ventura area! That's right! Others think they can play. They use Paul Phoenix and try to reverse everything! HA! HA! HA! "Have a seat!" I say! "Fork over the \$10 bet, dude! I am Pikachu! You are Diglett! Yeah!" I use all of the fighters. You know, Heihachi Mishima is real good too, but I never liked [the] law too much.

BACK TO ME! I have more hookups for ya! Mucho business like crazy! Stick with me! I've owned an arcade and an amusement company with my buddy Steve. He likes

D&D and all the crazy computer software. My buddy Willie? Well, you guys would love him. I will give all of 'em your hookup. Like I said, "Mucho Business!"

> Keep in touch, Sam McCune M.C.S.P. [Memorial City State Prison, I'm quessina-Ed.1 Ione, Calfornia

P.S. I love making up my own games! I also have a gnarly invention! I will explain later! Thanks!

Um...and that about wraps it up for this month, boys and ghouls! If my lightheadedness and shortness of breath is any indication, I'm just about out of air back here, and man-oh-man am I hungry. I'm going to attempt to pry the rear door of this truck open with the mysteriously severed, seasoned, roasted-to-perfection, and halfeaten arm of recently deceased managing editor David Noonan. Assuming this all works out, we'll see you at our new permanent home, TopDeck magazine, the first week in November. Happy Halloween!

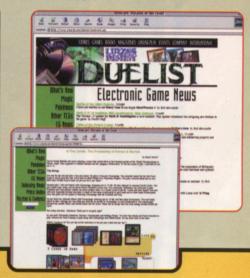
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Duelist isn't dead-it continues a ghoulish, undead, hell on-earth existence as Duelist Online, your quick source for news and strategy covering the entire TCG and electronic game industry. Crawl, slither. or shamble your way over to

www.wizards.com/duelist

before it's too ... OH MY GOD WHAT'S THAT ON YOUR SHOULDER?!



The Morning Is Alive with Flavor Text Contest

You play Magic, Doomtown, Legend of the Five Rings, or perhaps even Pokémon. You've read more flavor text than the people who make the cards.

But can you make us bust a gut?

Supply us with the funniest substitute line of flavor text for Brawl, here, and we'll send you a box of Mercadian Masques boosters!

Send your text on a postcard to

TopDeck Alive with Flavor Contest-#o; PO Box 707; Renton, WA, 98057.

Multiple entries accepted, but keep it to one submission per postcard (and it has to be a postcard—y'all stop putting index cards into envelopes, already). 20 words max. Submissions must be received by October 31, 1999. Open only to Canadian and U.S. residents (except Quebec and Rhode Island). Winner will be chosen by a completely arbitrary panel of zombies. Grrrr.



Comments? Questions? Gray matter?

TopDeck is going to be needing something snappy to put into the front of the magazine, and darned if we know what to put there now that we've Clamatoed our way into the legions of the living dead. Send your letters, combos, and brains to:

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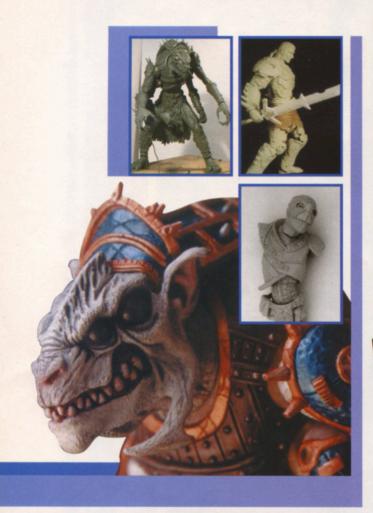


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Grab some buddies and chips and see who got the Big Stick. Up close and personal.

October and November

The Magic World **Gear and Goodies**



High Adventure in Mercadia

What's up with the Magic backstory? The mission to rescue Captain Sisay was successful but fraught with losses. In a last-ditch effort, Mirri the cat warrior sacrifices herself to give the crew enough time to escape from the Stronghold. The Weatherlight hurtles through the sky, escaping from the Phyrexian flagship Predator through an open-ended portal on the outskirts of Rath. None of them knows where they'll

end up. They only know they have to get out of Rath and back to Dominaria.

> Out of control and badly damaged, the ship crashes on the open plains of a mysterious new world. This is the least of the crew's problems. The powerstone core that allowed the Weatherlight to planeshift became cracked when they were in Rath, and they have no way to repair it-so they have no way to get home. Gerrard, Sisay, Tahngarth, and Hannah have been placed under arrest. And to make matters worse, the ship itself has been stolen-with

Orim aboard! Welcome to Mercadia.

Francis Lebaron

Meanwhile, Gerrard is haunted by visions of Volrath's invasion plans, which he saw while in the Stronghold. The time for all-out war in Dominaria is near, and the crew has to find a way back so they can defend their home.

The captive crew is taken to Mercadia, a large market city high atop an inverted mountain. The creatures, social customs, and geography on this plane are very different from those on Dominaria, yet there are many uncanny similarities. With the help of Takara, a Rathi native whom Gerrard and company also rescued from Volrath's prison when they freed Sisay, they are able to communicate with the people of the bustling city.

When they reach the top of the inverted mountain, Squee discovers that goblins are received with deference on this

novel, continues on page 14

ReSaurus to release Magic action figures

ReSaurus is currently scheduled to release three series of action figures based on the Magic: The Gathering trading card game. Series 1, scheduled for release in early fall 1999, will be distributed exclusively by Diamond and will be available only in comic and hobby specialty stores. Series 2 (winter 1999) and 3 (early 2000) should see more massmarket distribution in addition to the core markets.

The first series consists of Serra Angel, Talruum Minotaur, and Orgg. Each figure comes with accessories (Orgg, for example, comes with a mace, a goblin grenade, and a hammer of Bogardan, while Talruum Minotaur comes with battle blades, an axe, a crystal sword, and a grinning totem) and will have a suggested retail price between \$13 and \$15. Paint variants of each figure will be produced but will be distributed only to very specific locations and, in general, will be extremely rare.

Series 2 currently consists of Dakkon Blackblade, Juzàm Djinn, Soldevi Golem, and Cateran Overlord. As with the first series, each figure will have accessories (Juzàm Djinn will come with a dancing scimitar and a city in a bottle), and paint variants of each figure will be available in limited quantities. Only Crovax is confirmed for Series 3, though there will be four figures in that series. For the latest news about these action figures (and any others to come), check out www.wizards.com and follow the link to Magic: The Gathering for the action figures by ReSaurus.



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novel, continued

unusual plane. He is given free run of the city and finds that farfhallen melons are quite to his liking.

The streets of Mercadia are dominated by pandemonium. Market stalls and vendors hawking their wares spread out as far as the eye can see. In the ensuing chaos, Gerrard and Tahngarth wheel on their captors. The ill-trained Mercadian guards are no match for well-seasoned warriors of the Weatherlight. Guards go down left and right, and the crew manages to escape into the crowd.

Gerrard and Sisay strike a deal with the Mercadian Nobles: Our heroes can retrieve their ship if Gerrard agrees to train the Mercadian Guard in the arts of war. The former Benalish master-at-arms has his hands full with this group of misfits, but he knows it will regain him the Weatherlight.

After Gerrard puts the Mercadian troops through accelerated training, he leads them on a mission to retrieve the Weatherlight. But they've been doublecrossed, and they find themselves on trial. Gerrard, Tahngarth, and Karn are not treated with the respect their goblin cabin boy receives, and they are convicted of crimes against the state. Their punishment: death-by being buried alive! They await their day of execution in captivity, under an armed guard.

With half the crew incarcerated, the healer missing, and the cabin boy out to lunch, the fate of the Legacy—and Dominaria—rests in the hands of Captain Sisay.

The crew's many adventures sweep from the port city of Rishada, where a mercenary band of thugs called Caterans rules the streets; to the underwater city of Saprazzo, where our heroes find a new ally; to the Fountain of Cho, where mystical powers await those worthy of such a blessed gift.

In the end, Tahngarth and Gerrard duke it out, Sisay masters the art of flying (without the Weatherlight!), Hannah battles a negator, and Squee learns to shoot a ray cannon.

You can get the whole story (and certainly more details) in the exciting novel Mercadian Masques by Francis Lebaron, available in stores at a suggested retail price of \$5.99.



Kai Budde's Mono-Brown deck

Mark Le Pine's Speed Red deck

> Matt Linde's Cursed Stompy deck

lakub Slemr's Corruptor Black deck

Replay the final four to see who will win!



Battle Royale offers multiplayer excitement

Get ready to rumble! If you believe "the more, the merrier," then the Battle Royale multiplayer box set for Magic: The Gathering is your ticket to mass merriment-or mass destruction-as you and your friends explore a wide variety of multiplayer

Each set comes with four 40-card, prebuilt multiplayer decks, each balanced against the others to ensure that all's fair in war: "Spirit Gale," a white/blue control deck (yep, you can play control in a multiplayer environment); "The Deluge," a green/white creature deck; "Cinder Heart," a red/black deck with some fine graveyard manipulation; and "Chargoyf," a red/green deck that's surprisingly aggressive.

Each deck contains cards from a wide range of previous card sets, including old favorites from the Limited, Arabian Nights, Legends, and The Dark sets, as well as cards from more recent expansions, all the way up to and including the Urza's Legacy set. All cards are white-bordered, and each deck contains two rares and eight uncommons.

The Battle Royale box set also comes with a guide to teach players how to play a half-dozen different multiplayer variants, from DCI Two-on-Two to Grand Melee, as well as how to build winning multiplayer decks in each of the formats. For players unfamiliar with multiplayer environments, the guide also contains a section on terminology and general rules to ensure that you can get down to battle right away.

To top it off, the guide offers an engaging and amusing foreword by Magic designer Richard Garfield that will give you a new perspective on team play, no matter how long you've been playing! To keep your rules handy, the multiplayer box set also comes with two quick-reference rules cards that you can carry with you to your next rumble.

Battle Royale comes packaged in a card box that can hold more than 700 cards (giving you readymade transportation for all those multiplayer decks you design yourself) and sells for a suggested retail price of \$24.99.

1999 Magic: The Gathering World Championship decks released

Wanna play the way the masters do? Once again, Magic players have the chance to compete with the best decks that exist in the world today. At the end of September, Wizards of the Coast released the latest World Championship decks, based on the decks played by Mark Le Pine, Matt Linde, Jakub Slemr, and new World Champion Kai Budde at last August's competition in Japan. Each deck includes the complete Standard deck and sideboard played at the Championship, blank cards for adding proxies, and a player biography and decklist. Each deck sells for a suggested retail price of \$9.99.

A SITTIVIEW OF

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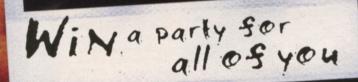
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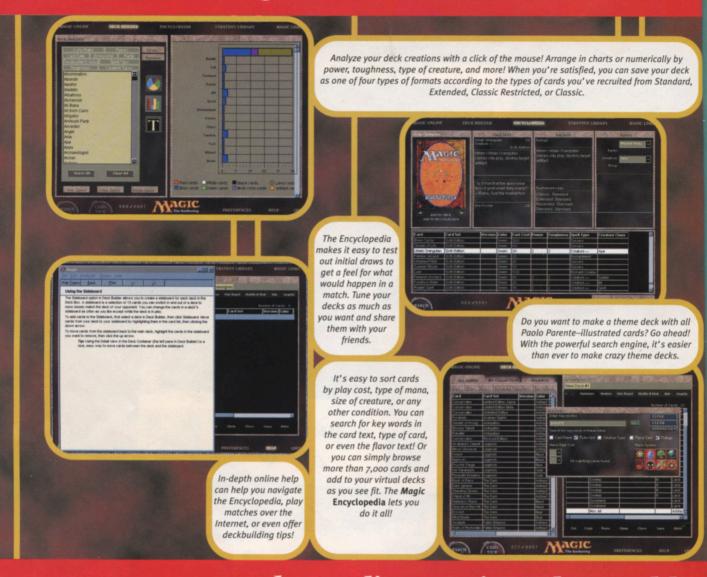






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by Michael G. Ryan

t isn't Mardi Gras, with masks of gold and feathered disguises. It isn't Halloween, with goblins and horrors (although we do have a few of those). And it isn't a masquerade ball, with an operatic phantom Death stalking the room.

No, this is Mercadia, a teeming market where anything might happen, any goods might be traded, and anyone might die.

Watching from a tower's mighty spire, their backs to the setting sun, we find Mercadia's rulers: the R&D designers who helped breathe life into the city's soul. They pace the balcony that circles the city's central tower and keep vigilant watch over their domain.

Actually, they tend to be clustered in a bunch of cubicles in the lower East building at Wizards of the Coast, surrounded by piles and piles of Magic: The Gathering trading cards. If they had a balcony, that would be overloaded with cards, too.

But they did breathe life into Mercadia by designing and developing the 350 cards in the set.

And this is how they did it.





SOMETHING NEW UNDER THE MERCADIAN SUN

The Mercadian Masques card set is the 18th expansion for the Magic: The Gathering game (not including revisions to the base set, or the Chronicles, Portal, or Unglued sets). But, if you subscribe to the old adage, "There's nothing new under the sun," you've obviously never visited Mercadia. Lead designer Mike Elliott has been there—the first time was back in August of 1997 when the expansion-to-be was known by the codename Archimedes—and he came away with a source of inspiration previously untapped by designers working on a new Magic set: the roleplaying game **Dungeons & Dragons.**

"The Rebels and Mercenaries," Elliott says, referring to new creatures in white and black, respectively, "originated with fiends in D&D. I always thought it would be cool to design a Magic D&D set, and I had created a bunch of cards that matched D&D powers. The Rebel and Mercenary creatures have what D&D calls 'gating.""

In the roleplaying game, fiends can call other monsters to come help them. In Mercadian Masques, many of the Rebels and Mercenaries enable you to search your library for additional Rebels or Mercenaries, based on their converted mana costs. (Converted mana cost is the total cost of a card, counting each colored mana symbol as one mana and adding that to any generic mana needed for the card.)

With this ability (dubbed "recruiting" to go with the flavor of the set), one Cateran Overlord can, for 6 and ◆, recruit a Mercenary with a converted mana cost of 6 or less directly into play. So the Overlord can recruit anything from the nasty Molting Harpy (which costs @, or one converted mana) up to the huge 4 Cateran Slaver (which has a 4+1+1=6 converted mana cost). With enough Rebels or Mercenaries in play, you can quickly build an effective army to overwhelm any resistance from the other side of the table.

"Originally, I gave this power to creatures I called fiends," admits Elliott. "And I still refer to them as 'fiends with gating' in discussions at our secret R&D testing facility," he jokes.

DROPPED IDEAS AND "PITCHED" CARDS

But recruiting proved to be exceptionally powerful once the initial designs reached the development team, and some of Elliott's ideas ended up on the cutting-room floor.

"I originally had a few cards that combined in interesting ways with milling effects (effects that discard cards off the top of a player's deck), much like Gaea's Blessing from the Weatherlight card set. But the development team hated that concept," he says. "I still like the recruiting mechanic the best out of the set. It creates a couple of new decks, which is something I always like to see, and it changes the play environment a bit."

Other mechanics had been gaining momentum in R&D for some time. Alternative play costs are all the rage in the Mercadian Masques set and for good reason: they were extremely popular when they first saw play as "pitch cards" in the Alliances expansion.

"For a long time, we knew how popular the Alliances cards were," says Mark Rosewater, who worked on development for Masques. "We knew we wanted to do alternative-cost cards again, but we wanted Alliances to disappear a bit before we explored that idea further. So now we looked not just at pitch cards but at alternative costs of all kinds."

As a result, some of the cards in Masques are, indeed, pitch cards. Cave-In, for example, allows you to remove a red card in your hand from the game instead of paying Cave-In's 3 22 mana cost to deal 2 damage to each creature and each player. Other cards have different kinds of alternative costs, though, Land Grant allows you to reveal your hand (if you have no land cards in hand) instead of paying Land Grant's 1 @ mana cost. You then get to search your library for a forest and put it into your hand.

"The development team sat down and established guidelines for how you actually create alternative playing costs," Rosewater says. "If you have a white pitch card, for example, we didn't want you putting it in a mono-red deck just for the effect." We want to encourage players to play the color of the card...at least a bit."

YOU WANTED MORE WACKY RARES ...





... just like the R&D department.



A rare shot of two Magic players having a friendly chat with a Pokémon TCG player.

IF I WERE A MONGER ...

Another "new" mechanic draws its inspiration from the past as well-from the Ifh-Biff Efreet, way back in the Arabian Nights expan-

The Mongers-Sailmonger, blue; Scandalmonger, black; Squallmonger, green; Warmonger, red; and Wishmonger, whitereintroduce a clever concept to Magic: the idea that any player can activate an ability. For instance, Warmonger [previewed at our Origins contest in July-Ed.] enables any player to pay 2 to deal 1 damage to each creature without flying and to each player. Of course, if you and/or your opponent do this a total of three times in the same turn, Warmonger will die, because the Mongers are all 3/3 creatures.

"We wanted some cards either player could play and that had a sort of push-andpull feel to them," Elliott says. "The Monger cycle captured this feel very well. You can use the effects, but your opponent may occasionally turn the effect against you. These were part of a global attempt to create cards that were useful in multiplayer play."

THE MAGISTRATE IS IN

Players will be relieved (or perhaps a bit disappointed) to learn that some other effects from Mercadian Masques will never get used against them at all-because the effect went away long before Masques ever hit the streets.

"Magistrate's Scepter," Henry Stern, lead developer for Masques, replies with authority when asked about dropped cards. "When that card began-and it was called 'Time Walk Machine' back then—it cost 4 to play and you could tap it and pay 6 to take an extra turn. The next time you used it, you had to tap 8 for an extra turn, and the time after that, 10, and so on.

"Time Walk Machine seemed expensive at first," continues Stern, "But then we discovered an all-artifact deck that used Metalworker from the Urza's Destiny set (which allows you to reveal any number of artifacts in your hand and get 2 mana for each one). Combine this with a Grim Monolith or two from the Legacy set, and you were suddenly unstoppable."

Mark Rosewater remembers it more succinctly: "It was usually one of those 'wake-me-when-you're-done' games."

"Then it changed," Stern says, "to 4 to play, 4 to tap and put a storage counter on it. You could then pay 4 again and tap it to remove three storage counters, and finally get your extra turn. We left Time Walk Machine like that for a while, until some playtesters let us know: 'This card is weak.' So we changed it to what it is

Both Stern and Rosewater are confident that it's still possible to get a continuous string of extra turns going with the Magistrate's Scepter-you just need three or four of them in play, all rotating in synch with one another to get those extra turns one after the other.

Neither one will admit that they've ever seen it happen.

CH...CH...CHANGES

Many other cards underwent changes between the beginning of design and the end of development. Some disappeared entirely, but designers and developers agree that most of these were killed because they were boring or too confusing. Others got bumped to future sets because of conflicts with design elements in Masques. For example, creatures with tap abilities tended to be Spellshapers, a new creature type in Mercadian Masques. So some other creatures with tap effects were put off to the Nemesis expansion.

Cards that are too powerful in design are often retained, but are toned down to make them more reasonable. Some of these changes may seem small, but are really quite significant. Robert Gutschera, another development team member, remembers when all the Rebels required one less mana to activate - a huge difference, he points out, because it greatly speeds up the process of creating a Rebel

Henry Stern recalls a noticeable difference in Bifurcate. Even now, the sorcery Bifurcate certainly seems exciting—search your library for a copy of any one creature already in play and put your copy into play. (Mark Rosewater notes: "We keep trying to do clones!") But, once upon a time...

"It used to allow you to search for a copy of every creature you had in play," Stern says. "So if you have an Elf and a Bird in play, you search for an Elf and a Bird and put them into play. Next turn, maybe you play Bifurcate again - and this time, you go searching for two Birds and two Elves. because that's what you have in play."

KYIEW WITH DESIGNED

hile writing this article, I had a chance to ask lead designer Mike Elliott a few more specific questions. Here, for your enjoyment, are some cards you won't see, the origins of a couple of card types, and a few names that probably should never have left the R&D cubicles.

Tell me about some dropped cards, particularly overpowered

Ithusian Nightmare basically let you and your opponent search your library for copies of each creature card in play, effectively doubling

Lotus Bowl was also dropped. This was a 5 cost artifact that enabled you to discard cards for one mana of any color per card. Because we were having a few problems with engine decks in the Magic community while developing Mercadian Masques, we figured we really didn't want another engine card out there.

Can you divulge any playtest names of cards that made it into the Mercadian Masques set?

Stall Me to Death Please became Statecraft Era Curse or How I Hate Walls became Insubordination

Fat Shade became Primeval Shambler

Sudden Burning Sensation became Flaming Sword

> Wombat's Skin became Ancestral Mask

Squirrels of Maro became Spontaneous Generation Iron Bone Rod of the Wooden Cup became Jeweled Torque

Tome of the Insane became Bargaining Table Alchor's Magic Lacer became Distorting Lens

Animatronics became Karn's Touch

What is your favorite part of

I like coming up with new concepts that players feel are interesting. It is a very good feeling to have players build a deck around a card that you designed, especially if it isn't a particularly powerful card.



"I'll give you all of these chocolate coins for your Cateran Overlord."

DEVELOPING FAVORITES

Of course, after all the changes are done, the designers and developers end up with favorite cards. Mark Rosewater immediately cites Ivory Mask (once known as "Force Field Bubble"), a simple (albeit rare) enchantment that says only: "You can't be the target of spells or abilities."

"Oh, and Squee," Rosewater adds. "It's not necessarily my favorite, but it's probably one of the most important. Players, you can quit bugging us now-we made him!"

"My favorite card took a while to get going," Henry Stern remembers. "Bill Rose, vice president of Magic R&D, gave us a mandate: more wacky rares. So my favorite is a sorcery called Thieves' Auction."

Thieves' Auction-which began life, appropriately enough, as "Rochester World"—has all players set aside all permanents and then take turns choosing one of them (yours or somebody else's) and putting that chosen card into play, tapped, under your control. A midgame draft, if you like.

"It used to be grotesquely powerful," Stern says. "Everything

you drafted came back into play untapped. It was insane."

What about lead designer Mike Elliott? Does he have a favorite? And where did the inspiration for his favorite card come from?

YOU GOT EM!

Although he won't choose a favorite card from among his many creations in the Mercadian Masques expansion, Elliott is glad to explain the creative process that goes into designing an entire Magic expansion.

"I usually stare at the wall for several hours," he says, "until I start to see patterns emerge from the blankness. I coalesce these patterns into coherent ideas that end up being the Magic cards you see printed. Sometimes I have a few espressos first to speed up the process."

So that's how they do it

MICHAEL G. RYAN CAN FIND NO PRACTICAL USE FOR MASQUE-ING TAPE. IT JUST KEEPS GUMMING UP HIS CASSETTE PLAYER.

ues Strate by Henry Stern rom the In

Like all large expansions, the Mercadian Masques set (350 cards) has its own unique style and feel.

It's certainly slower than the hyper-paced Tempest block.

However, it's definitely faster than the leisurely Ice Age set.

What does this mean when you play Masques? It depends on whether you're playing Limited or Constructed.

Masques Cards for **Limited Play** (In Alphabetical Order)

Ballista Squad

With enough mana, the Ballista squad can effectively become a reusable Fireball against your opponents' creatures. Definitely a game-winning breakthrough card.

Battle Squadron

A flying Keldon Warlord. 'Nuff said.

Steal your opponent's best creature before he or she even plays it.

Jhovall Queen

It's big. It's bad. It doesn't tap to attack.

Kris Mage

Similar to Fireslinger from Tempest. Helps control your opponents' weenies.

Kyren Negotiations

All your creatures become playertargeting Tims. Great for any stalled situation.

Noble Purpose

All your creatures gain a combatlimited form of Spirit Link. A game-breaker in Limited play.

A reusable Ray of Command. The best Spellshaper for Limited play. **Snuff Out**

A Terror by any other name. The

alternative play cost makes it good enough for Constructed play, too.

Volcanic Wind Another game-breaking card. Combine with Natural Affinity for devastating effects.

New mechanics mean new Limited tricks

or Limited play, Masques offers a number of unique mechanics you'll have to consider as you construct your Limited deck. The two new major creature mechanics in Masques are Spellshapers and Rebels/Mercenaries.

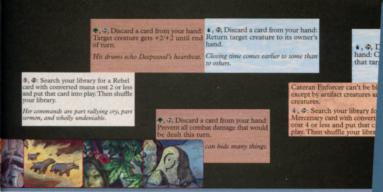
Spellshapers appear in every color and enable you to pitch a card from your hand for a neat effect. For example, Deepwood Drummer turns any card in your hand into a mini-Giant Growth, for the low cost of @ and tapping the Drummer. Another good, common Spellshaper is Waterfront Bouncer, whose ability enables you to unsummon a creature.

The key to using Spellshapers is maintaining a supply of cards in your hand. So when you're playing Limited (or even Constructed, for that matter), be sure to hold extra lands in your hand to use with your Spellshapers - after you have enough lands in play, that is.

Similarly, if you have Disenchant and your opponent doesn't appear to be using artifacts or enchantments, turn that Disenchant into a handy effect by using a Spellshaper. You probably don't want too many Spellshapers in your deck, because it may become difficult to support them all. On the other hand, the Spellshapers are creatures, so you can always use them as such.

Spellshapers appear in every color and enable you to pitch a card from your hand for a neat effect.

Rebels and Mercenaries allow you to recruit other Rebels or Mercenaries from your deck. The major difference between the two is that Rebels recruit up and Mercenaries pick on their weaker siblings. For example, the * mana-cost Rebel, Ramosian Sergeant, allows you to recruit Rebels that have converted mana cost 2 or less, and so on up the line. But the 3 🗫 mana-cost Mercenary, Cateran Enforcer, recruits Mercenaries of converted mana cost 4 or less. Both Mercenaries and Rebels can become big threats in any sort of Draft format, in which a careful player could amass quite an army.



Constructed play offers alternatives

For Constructed play, Masques offers many new mechanics to keep players on edge. Probably the most influential mechanic will be the return of alternative play costs, last seen in force with the "pitch" cards in Alliances.

Alternative play costs enable players to play spells by doing something other than paying mana. For example, Misdirection provides a Deflection effect for the cost of removing a blue card in hand from the game. Another good pitch card is Cave-In, which deals 2 damage to all creatures and players.

There are other alternative costs besides pitching a card. You can play Invigorate to give a creature a temporary +4/+4 bonus, for example, for the cost of a target opponent's gaining 3 life. And Thwart counters a spell by returning three islands you control to their owner's hand (hint: think Stasis).

Rebels and Mercenaries allow you to recruit other Rebels or Mercenaries.

There are two other creature mechanics that play better in Constructed than in Limited: Legates and Mongers. Legates are a cycle of five creatures you can play for free if your opponent is playing the right color. One of the best is Saprazzan Legate, a 1/3 blue creature with flying. It can be put into play for free if your opponent controls a mountain and you control an island-not a difficult task in a blue deck.

Alternative play costs enable you to play spells by doing something other than paying mana.

Mongers are a cycle of five creatures, each with an ability that can be activated by either player. For example, Squallmonger costs 3 for a 3/3 creature with this special ability: "2: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability." This card can be very effective in a fast green deck that uses no flying creatures, and it can be really fun with Spirit Link.

Note that the Rebels and Mercenaries mentioned above are also very good in Constructed decks, where you can build the deck around their requirements.

Limited Formats

Limited play tournaments require players to build decks from a pool of cards supplied by tournament organizers. There are two basic types of

 Draft—Players take turns choosing cards from a common pool of cards (usually from a set of boosters). These choices can either be hidden (Booster draft) or seen by all players at the table (Rochester draft). Eventually all players will build 40-card decks from the cards they "draft."

Sealed — Players receive a tournament deck and a couple of booster packs, sort the cards, and construct a 40-card deck. The remaining cards become the sideboard, and can be substituted into the deck between games. Players generally receive a small number of additional land cards from the tournament organizer.

Constructed Formats

Constructed play tournaments allow players to build 60-card decks before the tournament, based on specific tournament guidelines. One basic rule of Constructed formats is that players may not use more than four copies of any one card (and no more than one copy of a "restricted" card). There are several popular types of Constructed formats:

- Classic—Any Magic card ever printed (with very few exceptions).
- Classic Restricted Any Magic card, but cards on the Classic format restricted list are banned (cannot be used).

Extended—Any Magic card printed in a limited-edition expansion after the Legends set (The Dark and forward) and any Magic card appearing in a base set after Unlimited (Revised and forward). This format also has a list

Standard—Only Magic cards from the current base set, the current block of limited expansions, and the previous block of limited expansions may be used. With the release of Mercadian Masques, Standard will consist of the Masques set plus the Classic (Sixth Edition) base set, and the Urza Block sets (Urza's Saga, Urza's Legacy, and Urza's Destiny). Standard also has a banned cards list. (See the Banned & Restricted list on page 99 for this list.)

Ton 10 **Masques** Cards for **Constructed Play**

(In Alphabetical Order)

Crumbling Sanctuary

Also known as "BattleTech World" to R&D. Could be huge in control decks.

Embargo

An interesting anti-creature card. Combine with Kismet to lock out your opponent's creatures.

Ivory Mask

A nice hoser for narrow combo decks that seek to win by decking you with a massive Stroke of Genius.

Lumbering Satyr

Creative players will figure out a way to play this card without using forests.

Magistrate's Scepter

Its playtest name was "Time Walk Machine."

Misdirection

The best pitch card in the set. **Rushwood Elemental**

Clearly for mono-green decks only, but this Elemental packs a huge punch for the cost.

Seismic Mage

A great finisher for land destruction decks.

Squee, Goblin Nabob

Don't laugh at Squee! He's awesome in any deck that uses discarding as a cost (think Spellshapers).

Wave of Reckoning

As long as your creatures have greater toughness than power, this card is a Wrath of God you can use in a creature-based deck.

FOCUS: ME It's hardly the "plain" color... OUES White makes might!

White gets it all

White has a lot to offer in the *Mercadian Masques* set. It gets access to all the major mechanics: Rebels, alternative play costs, and Spellshapers. Here's what you can expect from the purest of the **Magic** colors.

Rebel Yell

There are 17 Rebel creatures in *Masques*, six of which have the ability to recruit their fellow Rebels into service. Note that Rebel recruiters can call upon those higher in rank to aid them (unlike Mercenaries, who pick on those weaker than themselves). So given enough mana, you could begin with a lone 1/1 Ramosian Sergeant and eventually wind up with the awesome Jhovall Queen—without ever having played another card (except a bunch of lands).

Here's the recruiter chain of command:

- RAMOSIAN SERGEANT * and recruits Rebels costing 2 or less.
- RAMOSIAN LIEUTENANT 1 ★ and recruits Rebels costing 3 or less.
- RAMOSIAN CAPTAIN □ ** and recruits Rebels costing 4 or less.
- RAMOSIAN COMMANDER 2 ★★ and recruits Rebels costing 5 or less.
- RAMOSIAN SKY MARSHAL 3 ★★ and recruits Rebels costing 6 or less.

This makes Rebels especially good against strategies such as hand destruction and even most forms of creature removal. The Rebels can be used as a major theme for a deck, as in the "Rebel's Call" theme deck. They can also be splashed into a white weenie deck. For example, four Ramosian Sergeants and two Ramosian Lieutenants along with two Thermal Gliders and two Nightwind Gliders could form the core of any white weenie deck.

To pay or not to pay

Cards with an alternative play cost (or APC for short) are another major theme in *Masques*. The white APC mechanic is an interesting one; it requires you to have a plains in play and to tap a creature you control. Obviously these cards—Ramosian Rally and Orim's Cure—have a defensive feel to them. You can pay the APC *after* declaring blockers, and your blockers will still deal damage to your opponent's creatures.

lent card for creature-based white decks because it

The other white APC card, Reverent Mantra, allows you to "pitch" another white card instead of paying its mana cost. This is an excel-

enables you to save your creatures from, for example, what might otherwise be a devastating Earthquake.

At the same time, Reverent Mantra can enable you to break through a stalemate or surprise an attacking opponent when all of your creatures suddenly have protection from his or her dominant color.



Masques gives white a number of excellent Spellshapers: Devout Witness (see the Top Five list in sidebar) and Cho-Arrim Alchemist are two of the

best ones in the set. When using

these cards, be sure to save extra lands in your hand to fuel your Spellshaper's ability. Veteran players have kept extra lands in their hands for years, just for bluff value. And now you have an even better reason to hold onto a plains you don't need right away.



There are a number of other excellent cards in white. They all were in contention for the Top Five list (see sidebar).

- BALLISTA SQUAD—can dominate Sealed matches.
- CHARMED GRIFFIN—has interesting possibilities for two-on-two play.
- FOUNTAIN WATCH—could be a promising addition to an artifact/enchantment deck.
- STORY CIRCLE—would work well in any defensive, mostly white deck.
- WAVE OF RECKONING—can be even better than Wrath of God in the right kind of deck.

White's Top Five

A + 4. Decard a cord from your control of the contr

Devout Witness

Although only common, this card packs quite a punch. It fits in any white deck with creatures, because you can use it in place of Disenchant. In this way, Devout Witness is similar to green's Uktabi Orangutan. However, unlike Orangutan, which can be used reactively, Devout Witness needs to be used in a proactive manner. For example, you would typically keep an Orangutan in your hand, waiting for your opponent to play a key artifact. But a Witness needs to be in play before your opponent plays that

key artifact. For this reason, Devout Witness is best in a deck in which it can be used as an attacker, too.

Cornered Market

This enchantment is great at stopping narrow decks. However, Cornered Market requires some thought to be effective. For example, if you're building a control deck and using Cornered Market to slow down your opponent, which anti-creature card would be better: Afterlife or Arrest? Clearly Arrest would be the better choice, because it leaves your opponent's creature in play,



Deck: White Bargain Smokestacks his deck is a cleverly disguised Bargain deck, where you'll be gaining life with ARTIFACTS (2) Scent of Jasmine, then spending life to get massive card advantage from 2 Smokestack Yawgmoth's Bargain. There's only one Bargain in your deck, but you've got four ways to bring it out of your library (Academy Rector), two ways to bring it out of your CREATURES (16) graveyard (Replenish), and if all else fails, Phyrexian Tower will let you actually 4 Academy Rector play it from your hand. The Smokestacks ensure that you don't have to 1 Cho-Arrim Bruiser rely on your opponent to wax an Academy Rector-you can sac-1 Cho-Manno. rifice it yourself. Revolutionary Every creature you have will survive Wave of Reckoning, 1 Jhovall Queen except Academy Rector (hmm, I wonder why that is). Also in 4 Mother of Runes your arsenal are defensive all-stars: Wall of Glare and 2 Rappelling Scouts Mother of Runes. The Pariah/Cho-Manno 3 Wall of Glare combo is your ticket to the late game, where the "big cat" (Jhovall SPELLS (20) Queen), Cho-Arrim Bruiser, 2 Arrest and the Rappelling Scouts 2 Brilliant Halo can win it for you. 2 Cessation 2 Disenchant 3 Pariah 2 Replenish 3 Scent of Jasmine 2 Wave of Reckoning 1 Worship 1 Yawgmoth's Bargain LANDS (20) 2 Forbidding Watchtower 1 Phyrexian Tower 19 Plains

preventing your opponent from playing other creatures of the same name. With Afterlife, your opponent is free to play a new creature. Note that if you use Cornered Market, you should make sure your deck is diverse. Try not to use more than two of any one card.



Purpose

Noble Purpose is a wonderful enchantment for any white, creature-based deck. With this enchantment, you'll be able to gain life, and

we mean a lot of life. Noble Purpose is best against other decks that tend to attack, and you might want to side board it out when playing against control decks. But against fast decks,

especially ones like Sligh that depend on direct damage, Noble Purpose really shines. Note that you gain life whenever your creatures deal combat damage. For that reason, don't put this card into a defensive deck-you want to avoid stalled situations where no one attacks. One other note: Noble Purpose is especially good with creatures that regenerate.

Jhovall Queen

The big cat! This card is a terrific finishing card for any creaturebased deck. Six mana for a 4/7 creature is quite a deal to begin

with, but throw in the fact that Ihovall Queen doesn't tap to attack and this card becomes a standout. To top it off, the Queen is a Rebel, so it fits nicely at the top of your Rebel pyramid. Note that because this card is expensive and you don't want to see more than one in your opening hand, you shouldn't use more than

Ivory Mask

Ivory Mask is a great answer for all those crazy combo decks. Play Stroke of Genius on me for 100? I don't think so! Play Drain Life on me for 20? Not today, thank you! Ivory Mask is a great sideboard card versus any deck that

depends on sorceries

like the above two.

one or two in your deck.



STARTER TERMS! Protection

abilities of that color.

that color is prevented.

They're that important.

ments of that color.

If a creature has protection from a certain color, that means four very specific things in Magic. It can't be targeted by spells or

It can't be enchanted with enchant-

Creatures of that color can't block it.

Any damage dealt by sources of

Learn these four cases. Heck, tattoo

them on your arm if you have to.

It's also a decent answer for discard effects. Mark Rosewater said that when he designed this card, he wanted to be able to say to his opponent, "Nah, nah, can't touch me!"



Pitch Cards These spells permit you to remove a card of the same color from the game instead of paying their mana cost. Previous examples of this mechanic are Force of Will and Contagion, both from the Alliances set.

 MISDIRECTION—one of the strongest cards in the set and the best of the new pitch cards.

Alternative Costs These spells permit you to pay a nonmana cost to play them. Old-timers saw this mechanic on Fireblast (from the Visions set) and Spinning Darkness (from the Weatherlight set). In Mercadian Masques, each color has its own alternative-cost cards.

- THWART—return islands to their owners' hands to counter spells.
- GUSH—return islands to their owners' hands to draw cards.

Masques, and blue is well represented in all of them.

TIDAL BORE—return islands to their owners' hands to tap or untap creatures.

Legates One new twist is cards that can be played for free if an opponent has a particular basic land in play.

 SAPRAZZAN LEGATE—play this 1/3 flyer for free if your opponent has a mountain in play.

Paying the Pirates

Blue doesn't have any Rebels or Mercenaries, but it does have a new creature type: Pirates. Three of these Pirates—Rishadan Cutpurse, Rishadan Footpad, and Rishadan Brigand—have a new ability found only in blue. When these Pirates come into play, they tax the mana of all opponents. If an opponent doesn't pay the required mana, he or she must sacrifice a permanent. These creatures require some finesse to play, but they can disrupt your opponents at a critical juncture.

Getting into Spellshape

Another new addition to the Mercadian Masques set is the Spellshapers. These creatures enable you to turn extra cards in hand into basic effects. For blue, any card in your hand can become an Unsummon (with Waterfront Bouncer), a Jump (Balloon Peddler), a Meddle (Diplomatic Escort), or a Ray of Command (Overtaker). All four cards are very valuable in Limited play, and you might see Waterfront Bouncer in Constructed decks.



Misdirection

When pitch cards first appeared in the Alliances set, the blue one (Force of Will) stood out as the best of the bunch. Mercadian Masques proves Alliances wasn't a fluke. Blue retains its "king of pitch cards" status with Misdirection, a Deflection that costs you a card or some mana. It's not as universally helpful as Force of Will, because the spell you target must itself

have a target. But Misdirection can be offensive as well as defensive; you can retarget that Blaze right back at its player. Expect to see this card in blue control decks.

You set the pace!

As the environment slows down, those playing blue will be able to make the most of many new utility cards. These cards provide the opportunity to manipulate your resources to gain a long-term advantage.

Card Manipulation

Mercadian Masques has several ways to help you fiddle with the cards in your library and hand.

- SOOTHSAYING—pay mana to rearrange your library.
- CUSTOMS DEPOT—filter cards each time you play a creature.
- TRADE ROUTES—discard lands from your hand for new cards.
- BRAINSTORM—draw three then put any two back on top of your library.

Card Drawing

The Mercadian Masques set also gives you a host of card-drawing opportunities.

- COASTAL PIRACY—each of your attacking creatures may earn you another draw from your library.
- GUSH—draw cards even when you're tapped out.
- SAPRAZZAN HEIR—you draw three cards whenever this creature is blocked.

Card Stealing

Mercadian Masques has some strong cardstealers.

- BRIBERY—steal creatures from your opponent's library.
- · OVERTAKER—steal one of your opponent's creatures for a turn.
- CHARISMA—control any creature that your Charisma-enchanted creature deals damage to. Combine with Hermetic Study to really wreak some havoc!

But Wait, There's More

In addition to these basic blue effects, other control-oriented cards appear in Mercadian Masques. War Tax, for example, forces your opponents to pay mana for the right to attack. As with Propaganda in the Tempest set,

War Tax can buy you enough time to take control of the environment.

The Mercadian Masques block should be an exciting time for those who enjoy playing blue. With a slower environment and new control cards to take advantage of it, you'll find yourself seeking-or facing-some serious control.

STARTER TERMS!

Control & Permission

You take command of your opponent's creatures or make your opponent's spells difficult to successfully cast. Blue has more control effects than any other color. Permission decks rely on counterspells and effects to increase your opponent's casting costs. Their weakness is that your opponent may beat you down before your blue deck can take command of the table.



Deck: Permission Monoblue Mask

CREATURES (17)

- 4 Wall of Air
- 3 Horseshoe Crab
- 3 Thieving Magpie
- 1 Morphling
- 3 Raven Familiar
- 3 Stinging Barrier

SPELLS (23)

- 3 Braidwood Cup
- 1 Confiscate
- 4 Counterspell
- 2 Embargo
- 3 Hermetic Study
- 3 Miscalculation
- 4 Misdirection
- 2 Opposition
- 1 War Tax

LANDS (20)

20 Island

uckle in for a long trip with this deck from Scott Larabee, tournament organizer coordinator here at Wizards of the Coast. The deck has the arsenal of counters you'd expect from a permission deck, plus a key new

toy: Misdirection. Sometimes this card works even better than good ol' reliable Counterspell, because you're not just countering the spell, you're sending it someplace where it might help you. Imagine the look on your opponent's face when his or her own creatures get destroyed, or you wind up with the damage prevention meant for your opposition.

The deck's also full of solid defensive creatures like Wall of Air and Stinging Barrier, and Thieving Magpie is a card-advantage machine. Also key to your permission plans are cards that slow everything down, like Embargo and War Tax. If you like battles of wits that go on turn after turn, this is the deck for you.



Soothsaying Blue's best library

manipulation cards have always been instants such as Impulse and Brainstorm. The Masques set introduces Soothsaying,

spend unused mana to optimize your next card draw-and get a nifty deckshuffling ability as a bonus. A very slow deck with a lot of mana available is a good home for Soothsaying you'll essentially be able to pick your next draw.

Saprazzan Legate

On turn one, your opponent plays a mountain. On your first turn, you play an island, a Merfolk—and (wham!) a 1/3 creature with flying. With its speed and high toughness, the little Saprazzan Legate should prove to be the bane of mono-red decks. After all,



2 damage from Shock is now the

biggest threat red has in the early the sideboards of aggressive, "big blue" decks.



Bribery Veteran Magic players know that **Control Magic** (dating back to

Alpha) is good. that Jester's Cap (dating

back to Ice Age) is good. What happens when you mix them together? You get Bribery, a "stealing" spell with amazing flexibility. Now you can solve problems by using creatures from your opponent's deck. Look to creature-based decks.

Tidal Kraken

color for big, nasty creatures. Although Tidal Kraken isn't the biggest creature



in the Masques set, it'll get a lot of attention. It's unblockable and it doesn't have an upkeep cost, so decks that can get around the mana cost can apply some strong

FOCUS: VERLet's face it: In Magic, ASO Black always looks good

Mercs have their perks

The biggest theme in the black cards in Mercadian Masques is definitely the Mercenaries. Like the Rebels in white, you can tap these creatures to put others of their kind into play from your deck. Because the newly recruited Mercenaries go directly into play, it won't take long for you to build up a lot of card

Mercenaries don't play fair

You have to change your thinking, though. If you're accustomed to playing black, you're probably used to dumping your hand quickly and overwhelming your opponent. That can still happen with Mercenaries. But if you have a Mercenary on the table, it's often better to save your mana to activate the Mercenary's recruiting ability rather than playing cards from your hand. Better yet, activate the Mercenary's recruiting ability at the end of your opponent's turn or perhaps just before declaring blockers, if you're feeling really nasty.

Oh, and before anyone asks, it's cah-TEHR-an, not CAT-er-an.

Get the urge for theurges

Black has other interesting cards, as well. The Spellshaper theme in the Mercadian Masques set is supported in black with five cards:

- BOG WITCH—a Spellshaper Dark Ritual.
- NOTORIOUS ASSASSIN—a Spellshaper Dark Banishing.
- INSTIGATOR—a Spellshaper Nettling Imp.
- CACKLING WITCH—a Spellshaper Howl from Beyond.
- UNDERTAKER—a Spellshaper Raise Dead.

The Spellshapers were originally called "Theurges," so these cards had names like "Ritual Theurge" and "Howl Theurge" in early playtesting. Remember, your Mercenaries can help you maintain card advantage, so you may have cards you can discard to use the Spellshapers' abilities. Of course, if your opponent dares to hold cards back to use his or her own Spellshapers, black is the perfect color to punish such impudence!

Black's Top Five

Cateran Summons

Remember Demonic Tutor? The out-of-print, broken card that enables you to search your library for a card and take it into your hand for only 100? How would you like to play it for only @? Okay, Cateran Summons lets you look only for Mercenaries, but if half your deck is Mercenaries, that's no disadvantage. You pay only @, and the card you want goes right into your handthis card just can't be bad.

Cateran Enforcer

There are lots of good Mercenaries to pick from (look at Cateran Brute in the deck, for example) but the Cateran Enforcer has two things going for it. It's a Mercenary that can search for all those other Mercenaries, giving you great card advantage. And it can't be blocked except by artifact creatures and black creatures. With a power of 4, that means the Cateran Enforcer





Mercenaries

CREATURES (21)

- 1 Bog Smugglers
- 4 Cateran Brute
- 2 Cateran Enforcer
- 3 Cateran Kidnappers
- 2 Cateran Persuader
- 1 Highway Robber
- 2 Primeval
 - Shambler
- 4 Silent Assassin 2 Strongarm Thug

SPELLS (16)

- 3 Cateran Summons
- 1 Contamination

- 2 Corrupt
- 4 Dark Ritual
- 3 Duress
- 1 Expunge
- 2 Yawgmoth's Will

LANDS (23)

- 21 Swamp
- 2 Polluted Mire

SIDEBOARD

- 2 Contamination
- 2 Dread of Night
- 1 Duress
- 4 Perish
- 3 Persecute
- 1 Planar Void
- 2 Powder Keg

&D's Teeuwynn Woodruff designed this deck for Wizards' "Future League," in which we playtest pro-

totype cards from upcoming sets. The original design also had 10 Nemesis cards in it, which we took out—for the time being, anyway. "I created the deck because I wanted to see if Mercenaries were viable - and they were! Also, I wanted to be evil."

(Those of us who know Teeuwynn were surprised neither by her devotion to testing an important game mechanic nor by her penchant for the dark side.)

The deck disrupts the opponent early with discard and creature destruction, then builds a large army of Mercenaries. The key recruiting Mercenary is Cateran Brute, but there are some larger recruiters too. If you don't have the right Mercenary for the mana on the table, Cateran Summons will find what you need.

Contamination can get you close to a lock in many games, especially if your opponent is getting all of his or her mana from lands and isn't playing black. You can keep recruiting more Mercenaries, so you'll be able sacrifice creatures to Contamination long after other decks peter out.

can put down a lot of hurt all by itself; never mind what happens once its friends come to play too.

Delraich

The big, scary creature in black, Delraich is plenty big and plenty scary. It has a mana cost of 60. but for that you get a 6/6

creature with trample. The really scary thing about it is that you can put it into play without paying its mana cost-ifyou can manage to sacrifice three black

Where are you going to get that many black creatures? Well, tokens are one possibility: Sengir Autocrat (in the Classic set) comes into play with three o/1 Serf tokens. But don't forget those



Mercenaries. If you play with smaller Mercenaries (like Cateran Persuader, which costs @@ and can fetch another Mercenary for only 1), you can gather small black creatures in a hurry. Another good candidate is Ravenous Rats from Urza's Destiny—you put the Rats

into play, your opponent discards a card, then you feed the Rats to Delraich. None of these tricks leaves you at a card disadvantage!

Of course, if you're in a hurry, just play a turn-one Dark Ritual, play three creatures that cost @, sacrifice them to play Delraich, and boom! You have a

6/6 trampler on the first turn. Not for the faint of heart.

Snuff Out

Snuff Out is basically a Dark Banishing that costs an extra mana to play. But if you have a swamp on the table, you have the useful option of

> being able to pay 4 life instead. Any black deck will be happy to have this option, and a superfast black deck will love the speed boost. Just keep playing creatures to beat down your opponent, and if he or she dares to block, play



Snuff Out on the blockers without pausing in your army's buildup. After all, you're going to win so fast that it doesn't matter if you spend life to do

Enslaved Horror

This is a 4/4 creature for only 4 mana. What's the catch? Each of your opponents gets

to take a creature from his or her graveyard and put it into play. What's that? You say you played this on the second turn with help from Dark Ritual? The game's just started and your opponent doesn't have any creatures in the graveyard yet? Bummer, huh? Recursion is always best when you're the only one doing it.



The Red Toybox

Every color gets APCs and Spellshapers, of course. Here are some uniquely red mechanics that make a major appearance in Masques:

Chaos

Red has several "chaotic" cards in Masques. If you're feeling lucky-or skillful-try:

- FLAILING OGRE, SOLDIER, AND MANTICORE-they become bigger or smaller depending on which player pumps mana into them.
- ROBBER FLY-it takes away your opponent's hand of cards, then supplies a
- PUPPET'S VERDICT—depending on a coin flip, it either destroys all small creatures or all big ones.
- · THIEVES' AUCTION most chaotic of all, it rearranges control of all permanents in a very unpredictable way. Just like real life, you don't know what you will end up controlling by the end of an Auction.

Haste

Because speed is so important in the Magic game, being able to attack with your creatures on the same turn you play them is a major advantage. In Masques, red has two creatures with haste and a Wall, Battle Rampart, that gives haste to other creatures.

- GERRARD'S IRREGULARS-4/2 creature with haste and trample.
- LAVA RUNNER—2/2 creature with haste and an ability that helps protect it from spells.

Deck: Red Menace

his deck is a updated version of "Ponza" decks that combine efficient, small creatures with a healthy dollop of land destruction. Your Kris Mages, Flailing Soldiers and Kyren Gliders can all apply early beatdown, while land destruction from both spells (Pillage, Stone Rain) and creatures (Avalanche Riders, Seismic Mage) will keep your opponent off balance. And don't forget, Squee is the perfect card to power your Kris Mages and Seismic Mages.

You have 13 sources for targeted land destruction and 13 sources of versatile targeted damage. The number 13 should be quite unlucky for your opposition.

Damage

Masques has an awesome 19 red cards that deal direct damage; if your Sealed deck contains red, you will almost surely have scads of direct damage. Beyond the direct damage cards we've already mentioned, there's:

- KYREN SNIPER—deals damage to your opponent every turn.
- CINDER ELEMENTAL—sacrifices for a Blaze effect.
- SHOCK TROOPS—a "big" version of Mogg Fanatic.
- WARMONGER-creature with the ability to deal large amounts of damage and the ability to act as mass creature removal.
- LUNGE-deals 2 damage to a creature and 2 damage to a player. With Lunge in your deck, you'll avoid the dilemma "burn" decks often face: whether to use your damage spells on your opponent's creatures or on your opponent.

ARTIFACTS (4)

- 2 Masticore
- 2 Powder Keg

CREATURES (19)

- 2 Avalanche Riders
- 3 Flailing Soldier
- 4 Kris Mage
- 3 Kyren Glider
- 2 Lightning Dragon
- 3 Seismic Mage
- 2 Squee, Goblin Nabob

SPELLS (13)

- 3 Arc Lightning
- 3 Pillage
- 4 Shock
- 3 Stone Rain

LANDS (24)

- 2 Dust Bowl
- 2 Ghitu Encampment
- 18 Mountain
- 2 Sandstone Needle

STARTER TERMS!

Red is the master of direct damage—cards and abilities that deal damage, well, directly. Instantspeed damage is useful because you can use it: Before combat (to get rid of a creature you'd

- rather not face, for example).
- During combat (I think we all know why that's useful).
- After combat (to polish off a creature you wounded in combat, perhaps).

Direct damage is also versatile, because many sources of direct damage can be aimed either at creatures or at your opponent. Those direct damage sources can clear the table for you early in the game, or finish off your opponent at the end.

ed's Top Five



Squee, Goblin Nabob If you're using every turn, all of possible combos is almost end-

less: Spellshaper

cards, Stormbind, Pyromancy, Catalog, Frantic Search, Attunement, Merfolk Traders, Merfolk Looter, Survival of the Fittest, Hidden Horror, Cadaverous Bloom. Now that's a decent list! And in a pinch, you can actually play Squee and use him as a blocker

Kris Mage

Kris Mage will probably join your favorite beatdown deck. A fast deck plays lots of 1/1 creatures for one mana, seeking out creatures with the best abilities. The ability to deal card, is an amazing bonus. If your

playing a defensive deck and blockers out. Mage to deal the last few damage to your opponent. But if your

playing a deck with lots of fast creatures, you can use Kris Mage to destroy those pesky attackers.



Negotiations Need a card for your defensive deck? Check out Kyren Negotiations. table, all your walls and other blockers can deal damage to your opponent

every turn, even on the turn they come into play. Kyren Negotiations can also

frustrating Circle of Protection: Red. Just tap all your creatures for damage at the end of your opponent's turn, and do it again at the beginning of your turn. If you have a lot of creatures, your opponent probably won't have the mana to prevent that much damage.



Cave-In Cave-In is the new Pyroclasm: it

will sweep the table clean of weenies while unscathed. It's hard to tell

which card is better: Pyroclasm, with its two-mana cost; or Cave-In, which play cost of discarding a card. At any there's every reason to believe Cave-In will be sought after too. The ability to play Cave-In without tapping your

something else on your turn.

Volcanic

Wind

In many situa-Wind is simply a Wrath of creatures that leaves your creatures

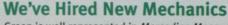


untouched. Tell us that's not useful. For an especially nasty surprise, combine it with Natural Affinity. This not allowing you to deal more damage; it also lets you kill off your opponent's lands for two damage each. In one of our Sealed playtests, Magic designer Henry Stern used this combo to kill off all his opponent's creatures and lands in one fell swoop!

t's not easy Beating Green

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It is a well-known "fact" among Magic players that Wizards of the Coast maintains a conspiracy against the color green. How else can you explain the recent "junk" that Wizards has been passing off as playable green cards? Look at Argothian Enchantress—way overcosted at two mana—or Rancor, which should have allowed you to draw a card like that feeble Wall of Blossoms did. If that's junk, expect more of the same from the Mercadian Masques set.



Green is well represented in *Mercadian Masques*'s new mechanics. Green gets a number of good Spellshapers, including Deepwood Drummer—a strong threat card in Limited formats. In addition to this, green also gets the "Fog" Spellshaper: Dawnstrider.

Green also got the goods in the cycle of creatures that either player can use, known in R&D as the "Ifh-Biff" cycle. Squallmonger is clearly the strongest of the cycle and will likely see tournament play in mono-green decks.

Other places where green did well?

- THE WALL CYCLE—Vine Trellis will become a staple in mono-green decks when Wall of Blossoms leaves the Standard environment.
- ALTERNATIVE PLAY COST CARDS—especially Invigorate, which you'll see a lot.
- THE LARGEST LEGATE (a creature you can play for free when certain lands are in play)—the 2/1 Rushwood Legate.

What's Old Is New Again

Several blasts from the past made their way into the new set. One of the more popular cards from the *Alliances* expansion, Deadly Insect, makes a reappearance. In fact, *Masques* is the first set to reprint creatures from expansions other than *Magic: The Gathering—Portal* sets. In the past, reprints of creatures have always had new names, such as Restless Dead for Drudge Skeletons, and Fyndhorn Elves for Llanowar Elves. Several other strong green cards from old-school *Magic*, such as Desert Twister and Tranquility, also make an appearance in *Masques*.

All in all, although green misses out on the Rebel/Mercenary mechanics (limited to black and white cards), it has several of the top Spellshapers and alternative play cost cards.

Expect veteran Magic players to rate green one of the top colors in the set.

Green's Top Five



Collective Unconscious
Even with a mana cost of six,
this card will see tournament
play. In green, the fast mana
color, you can often get six
mana (with help from three or
four creatures) by turn three.
Collective Unconscious becomes
a super-Ancestral Recall if you
have a creature horde. Often you
can dump your hand early, then

use Collective Unconscious to draw five or six new cards. And combined with creature generators like Snake Basket or Spontaneous Generation, Collective Unconscious can bring you huge card advantage. As powerful as this card is, it used to be stronger. In development, Library of the Beasts (its old name) was a five-mana enchantment that let you draw an additional card *each turn* for each creature you controlled. But the final effect—getting the cards only once but immediately—could prove strong in many green decks.

Deck: Green Weenie Mana Madness

CREATURES (23)

- 4 Elvish Lyrist
- 4 Llanowar Elves
- 1 Maro
- 1 Multani, Maro-Sorcerer
- 2 Multani's Acolyte
- 4 Priest of Titania
- 2 Rofellos, Llanowar Emissary
- 3 Squallmonger
- 2 Vine Trellis

SPELLS (14)

- 2 Collective Unconscious
- 1 Creeping Mold
- 2 Desert Twister
- 2 Invigorate
- 2 Nature's Resurgence
- 4 Rancor
- 1 Symbiosis

LANDS (23)

- 18 Forest
- 2 Gaea's Cradle
- 3 Treetop Village



he deck plays much like the standard green weenie deck with Rancor, but it has a little more finishing power if things go bad for you early. The plan is to play out your hand, then use Collective Unconscious to fill it up again. The deck generates a lot of mana, which

you can use for Squallmonger damage or to play big creatures. It's important to be aggressive early, because this deck will peter out in the late game. For a sideboard, add enchantment destruction (additional Creeping Molds might be helpful) and some color-hosers. As with any mono-green deck, Mana Madness has a big problem with Perish, but Nature's Resurgence can occasionally help you recover from the devastation.



Card Advantage

Think for a minute about the very beginning of a Magic game. You and your opponent are exactly tied, and you have exactly the same resource: 60 face-down cards. But it

doesn't stay even for long. Ultimately, some of those 60 cards have to win you the gameand they have to do it before your opponent wins. If you have access to more of those 60 cards than your opponent does, you have the advantage; you've got more resources to

apply pressure with. Magic veterans call those extra cards "card advantage." Here's how it works: Say you activate Squallmonger's ability and send two of your opponent's Cloud Sprites to the graveyard. You've just achieved card advantage: one of your cards just destroyed two of your opponent's. Better yet, your card is still around, so that's a two-card advantage for you. Card advantage isn't everything in Magic, but

it is worth striving for.



Squallmonger

Squallmonger may well replace Hurricane as green's primary weapon against flying creatures. For only four mana, you get a 3/3 creature with a builtin anti-aircraft gun. Squallmonger dou-

bles as a finisher card if you're ahead in life, because you can whittle away both players' life totals until your opponent hits zero. And should your opponent lack blockers, Squallmonger can contribute an extra 3 damage in beatdown a turn. Because green rarely has worthwhile creatures with flying, this card helped green for so many years. With the bushels of mana you can generate with green decks these days, Squall-monger can blow your opponent away.

Deepwood

Drummer

not show up in Constructed play, but it is enough in Sealed and **Draft formats to**

Growth is a huge threat. With a Deepwood Drummer on the table, your foe won't want to block or attack because the Drummer will swing the battle in your favor. Spellshapers in when you draw it, just pitch it to a Spellshaper for a good effect.



Land Grant This odd card

serves as a placeholder your hand. The require ment that you ability to thin the lands out your deck makes the card quite playable - and rarely is it a dead card. Land Grant will often slightly fewer land cards because it can fetch the lands you



Invigorate

The popularity of the *Alliances* pitch cards was no fluke. A good player looks very carefully at any card that can be played without paying mana. dozen alternative play cost cards, and Invigorate is one of the best. Because Invigorate can give a creature +4/+4 with no mana cost, you can often save a creature in combat or one targeted by

direct damage. The 3 life your opponent gains can be quickly whittled away by the creature that Invigorate saved.



FOCUS: FROM Finally! ARTIFACTS Toys everyone can play with! & LANDS



Okay, forget all that "mechanics" stuff.

The two major Masques mechanics have relatively little impact on artifacts and lands. Alternative play costs don't really apply to lands because they don't usually cost mana to play, and there are no artifacts in the set with alternative play costs. There is one Spellshaper artifact: Toymaker, which can turn a noncreature artifact into an artifact creature much as Karn, Silver Golem does. But Toymaker costs 2 to put into play, while Karn costs 5.

But there's a lot going on with Masques artifacts and lands. They have two mechanics all their own, namely depletion and storage. Masques also has one cycle of artifacts and two cycles of nonbasic lands.

Rendezvous with Ramos

The Tooth, Eye, Skull, Heart, and Horn of Ramos are mana-producing artifacts reminiscent of the Diamonds in the Mirage set. Like the Diamonds, they fit into decks that use Armageddon, because they survive to produce mana afterward. Unlike the Diamonds, the artifacts in the Ramos cycle can be sacrificed for an additional mana, in case you need a little bit extra. This ability is better than it sounds, because it means that as long as you have a Ramos artifact in play, you're not quite tapped out. Your oppo-

nent must consider the possibility that you might play a one-mana spell even when all your lands and arti-

Here's how the colors match up with the various body parts of Ramos. You might as well memorize these now ...

- TOOTH OF RAMOS—white mana.
- EYE OF RAMOS—blue mana.
- SKULL OF RAMOS—black mana.
- HEART OF RAMOS-red mana.
- · HORN OF RAMOS-green mana.

Notice how they match up with appropriate colors? Repeat 20 times: White tooth, blue eyes, black skull, red heart, green horn (ha!).

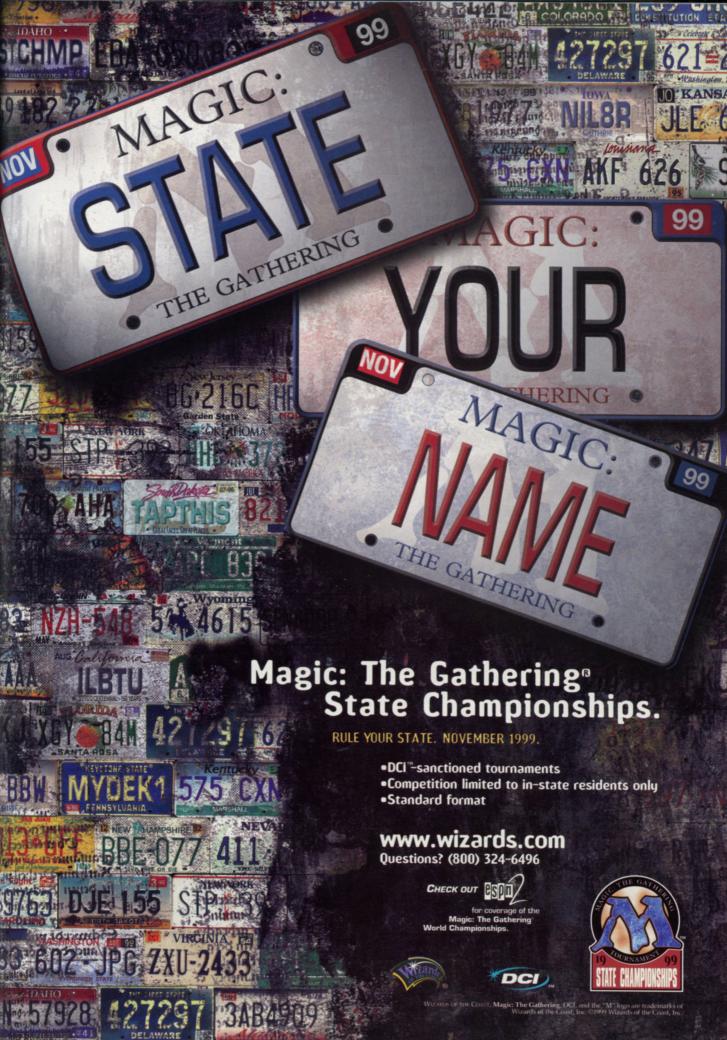




Mana acceleration

You may have noticed that some of the artifacts and lands bend the "one more land means one more mana" rule. Some cards give you extra mana—but there's always a catch. For veteran Magic players, more mana is better—and if you can win early, you don't need to worry about the late-

As an example, say you're playing a black deck. On your first turn, you could play Peat Bog. Then on turn two, you could tap Peat Bog for two mana, play two Dark Rituals, play a swamp, then tap it. That's seven black mana on turn two—enough to play a 7/5 Cateran Overlord. Granted, we're assuming an awesome opening hand, but the above play sure beats two lousy swamps. And that's why mana acceleration rules the roost.



Artifact & Land Five



Puffer Extract

You can spend № and tap Puffer Extract to give one of your creatures +X/+X until end of turn. However, you must sacrifice the creature at the end of the turn. This ability has a multitude of uses. You can use it to kill off an opposing blocking

or blocked creature, by, say, making your attacking Goblin a 6/6 creature, able to kill a blocking Dragon. You lose your Goblin at the end of the turn, but it would have been killed anyway. You can also use Puffer Extract to win the game by giving one of your unblocked attackers a large bonus, dealing enough damage to your opponent to end the game. Lastly, you can use Puffer Extract on a creature you've "borrowed" with Ray of Command or some other temporary control effect. You get a larger creature for the turn, and you conveniently dispose of it before your opponent can get it back.

Crumbling Sanctuary

Crumbling Sanctuary effectively provides you with extra "life" while it's in play, because each time a player takes damage, that player instead removes the top card of his or her library from the



game. If you're playing a control deck, you might be able to use this card to stay in the game long enough to get your lock set up. Be careful, though—for this approach to be effective, your deck needs to have several ways to win. It's possible that Crumbling Sanctuary will cause some of your deck's victory cards to be removed from the game. Also, you may not want to draw too many cards; one of the most embarrassing ways to lose is to deck yourself.

Mercadian Atlas Mercadian Atlas enables you to draw an extra card at the end of any turn in which you didn't play a land. The best thing about the Atlas is that the card draw is free—once your Atlas is in play, you don't have to pay a mana cost to draw the extra card. Being unable to draw an extra card on the same turn that you put a land into play is a significant restriction, however. Drawing lots of cards will likely put extra lands in your hand, thereby creating a dilemma—but you can use those lands for other things (think Spellshapers).

Power Matrix



Each turn, you can tap Power Matrix to give a creature +1/+1, flying, first strike, and trample! Each ability by itself is fairly small, but the combination makes the Matrix a valuable addition to a creature deck, provided the deck an afford its ② cost. Power

Matrix's ability can be played at instant speed, making it especially valuable. As with Giant Growth, you can attack with a bunch of creatures, wait to see how your opponent blocks, then pump a creature to alter the outcome of one of the combats. This could easily save your creature and kill your opponent's creature at the same time, giving you a two-card advantage.

Dust Bowl

You can tap Dust Bowl for one colorless mana. You can also spend ③, tap it, and sacrifice a land to destroy a target nonbasic land. In environments in which a lot of nonbasic lands are played, this is a powerful ability. Dust Bowl may allow you to lock

your opponent out of a color, for instance, or get rid of those deadly Treetop Villages. The mana cost to destroy a land is quite a disadvantage compared to Wasteland from the *Tempest* set but, in compensation, the Bowl is reusable. As long as you have lands available to sacrifice, you can continue to send your opponent's nonbasic lands to his or her graveyard.

Deplete to defeat

Remote Farm, Saprazzan Skerry, Peat Bog, Sandstone Needle, and Hickory Woodlot can provide two mana twice. After that, you have to sacrifice them. Because they also come into play tapped, these "depletion" lands are not likely to see Constructed play, but they could be useful in Sealed, where a first-turn Sandstone Needle won't be a hindrance because you haven't got any one-mana-cost spells to play anyway. Then you'll be set to play Lava Runner on your second turn and start some Lizard beatdown.

- REMOTE FARM—white mana.
- SAPRAZZAN SKERRY—blue mana.
- PEAT BOG—black mana.
- SANDSTONE NEEDLE—red mana.
- HICKORY WOODLOT—green mana.

No, there's no cute trick to remembering these, but you better memorize 'em anyway.



Energize me

Saprazzan Cove, Subterranean Hangar, Fountain of Cho, Mercadian Bazaar, and Rushwood Grove are storage lands similar to the ones from the *Fallen Empires* set but with improved flexibility. These lands come into play tapped; each turn you can tap them to add a counter, or tap and remove counters for mana. You'll probably see them in decks that need a sudden one-turn burst of mana for a large spell or for a spell with & in its mana cost.

- FOUNTAIN OF CHO—white mana.
- SAPRAZZAN COVE—blue mana.
- SUBTERRANEAN HANGAR—black mana.
- MERCADIAN BAZAAR—red mana.
- RUSHWOOD GROVE—green mana.









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Mercadian Masques

Combos

The desire to find new combos is what drives most Magic players when a new card set arrives.

The Mercadian Masques set is the first in a new card block. That means new mechanics, hundreds of new cards, and a smaller Standard tournament environment. The early word inside the walls is that the post-Masques environment is slower, giving you a few more turns to survive before you drop that game-winning combo or fat creature.

We'll see. For now, here are a few solid combos you can build a deck around—consider them an appetizer to whet your appetite. Soon enough, you'll be digging through the card encyclopedia, looking for your own combos to put the hurt on your friends. After all, that's what **Magic** is all about, right?

Collective Unconscious and Spontaneous Generation

One of the first cards that made us do a double take during playtesting was Collective Unconscious. It's an expensive sorcery (4 ••), but quite simple: Draw a card for each creature you control. Hey, we're suckers for card advantage around here. Because green is all about fast mana and solid creatures, there are lots of cards that combine well with Collective Unconscious.

One of the most compelling is Spontaneous Generation, another sorcery that puts a 1/1 token creature into play for every card in hand. See the combo? Collective Unconscious gives you cards for your creatures, and Spontaneous Generation gives you creatures for your cards. Each one makes the other better, and eventually you'll have scads of cards and a veritable army of creatures.

To make this into a deck: Fast mana is your friend, so load up on those Elves (like Llanowar Elves and Priest of Titania). Because they're creatures, they'll make your first Collective Unconscious play stronger—and it'll happen faster.

Things to watch out for: Three words — Wrath of God. And because the combo relies on sorceries, your opponent will have a turn to react before he or she gots buried.

Delraich and Sengir Autocrat

Delraich is the most recent successor to Lord of the Pit, and its sacrifice requirements are, well, less of a sacrifice than most. If you can sacrifice three creatures, you can put Delraich, a 6/6 trampler, in play for free. Let me repeat that: a 6/6 trampler. For free. Sengir Autocrat provides just the right sacrifice, because it comes into play with three o/1 Serf tokens in tow. So for a total cost of 3 \$\mathbf{Q}\$, you can play the 2/2 Autocrat, sacrifice its tokens to bring Delraich into play, and presto! You've got fresh beatdown to the tune of 8 power ready to go.

To make this into a deck: Small black creatures like Ravenous Rats can stave off early pressure before you have enough mana to pay for Sengir Autocrat—and in a pinch, you can sacrifice them to play Delraich. Search cards like Vampiric Tutor will make sure you have both parts of the combo when you need them.

Things to watch out for: Expect Delraich to draw a lot of fire from the moment it hits the table—even a total novice knows that a 6/6 creature with trample is a serious threat.

Charisma and Warmonger

It'll take a few turns of preparation to pull off this combo, but once it's in play, the effect can be spectacular. Your first step is to play Warmonger, a red creature that deals damage to every creature without flying and both players...whenever either player pays 2. That's pretty good, especially if you're facing a horde of 1/1 creatures, but you'll want to watch out, because your opponent can pile it on by spending his or her own mana.

Using the Warmonger becomes significantly safer once you've enchanted it with Charisma. Now

you've got a damage-dealin' machine that doesn't just kill things, it controls them, too. If your opponent has a bunch of big creatures, you can steal them all—heh heh heh—for only 2. And Charisma also makes it a lot less likely that your opponent will use your



To make this into a deck: Go with a mostly blue deck that splashes red. And use lots of creatures with flying, because they don't take damage from Warmonger's ability. Fortunately, blue's got lots of flyers.

Things to watch out for: The mana costs are tricky. And if your oppo nent has six mana available, he or she can make Warmonger kill itself.

Squee, Goblin Nabob and Seismic Mage

Ah, Squee. Everybody's favorite bug-eatin' goblin will prove just as annoying to your opponent as he sometimes is to the crew of the Weatherlight-he never goes away. Whenever Squee, Goblin

Nabob hits your graveyard, it'll pop back into your hand at the beginning of your next turn. Short of a remove-from-game effect, Squee will always be a factor in your game. This makes it ideal fod-

der for any of the Spellshaper cards in Mercadian Masques, because you can pitch Squee for an effect, then get it back and do it again next turn.

For example, look at Seismic Mage. With Squee in your hand and Seismic Mage on the table, you can destroy one of your opponent's lands every turn-indefinitely. Just pay 2 2, tap Seismic Mage. and discard Squee from your hand. One of your opponent's lands goes to his or her graveyard, and Squee goes to yours. Guess which one will come back faster?

want to support your combo with the usual array of small, efficient destruction spells are always helpful if you're trying to land-lock your opponent. Direct damage spells (and maybe Kris Mage, another Spellshaper) can give you board control and the finishing blow you'll need.

Things to watch out for: Remem that you don't want to actually play Squee; once you do, it's just an ordinary 1/1 creature. A cagey opponent will be gunning for your Seismic Mage, so be alert for threats on that front

Warmonger; if he or she does, all your opponent's creatures fall under your control. You have the power to punish your opponents for their lack of diversity.

Cornered Market and Arrest

Take a look at decklists these days and what do you see? Multiples of the same creature, that's what. How many red decks don't use four Mogg

Fanatics? How many Stompy decks forgo the obligatory four Llanowar Elves? At last, you have the power to punish your opponents for their lack of diversity.

Cornered Market is the paddle you'll spank them with. It's a deceptively simple enchantment: once a card is in play, nobody can play spells with the same name. (There's an exception for basic lands, of course.) So that means you only have to deal with one Mogg Fanatic at a time. Your opponent will eventually be staring at a hand full of cards he or she can't play.

You still have to worry about the first creature of each type, of course, and that's where Arrest comes in. Pick the best target and let fly with Arrest. The creature you've just enchanted with Arrest stays on the table, preventing identical creatures from coming into play, but it's not gonna do much on the table.

light on permanents to begin with. Diversify your creature base so you won't be hurt by Cornered Market.

Things to watch out for: Remember, this is only part of a control strategy. If you haven't used Arrest on it, a single River Boa with a single Rancor on it can still ruin your day. more than once (Cornered Market applies to you too, remember?)

Thieves' Auction and Brand

nowadays, you automatically think Sligh or land destruction. But it doesn't have to be that way. Here's a mono-red combo

that can catch a jaded opponent completely unawares.

First, survive long enough to play Thieves' Auction, a sorcery that costs 4 222. (We know that's not necessarily easy to do. But bear with us.) When it resolves, the Auction totally changes the face of the game, because players alternate picking permanents until every card on the table has a controller-quite possibly a new one. With this combination, you'll want to make sure that you get at least one mountain and as many of your opponent's creatures as

possible. Grab your opponent's stuff

even if your stuff is better-you want control of the permanents to be reversed as much as possible.

Here's why: As soon as you untap that mountain, play Brand, and all your permanents return to your control. So now you've got all your permanents back, plus at least some of your opponent's. Most importantly, it's just a cool way to win the game.







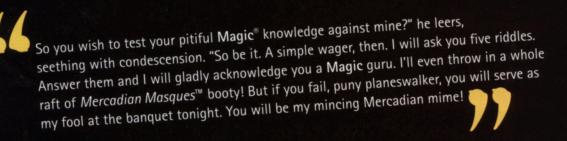
To make this into a deck: In addition to the combo itself, you'll want a solid creature base (to help you survive long enough to get the combo into play) and some mana

Things to watch out for: Surviving long enough can be a challenge, of course. And if your opponent knows what you're up to, he or she can just play "tit-for-tat" and you won't gain

What Spell Are You Playing?

Welcome to Mercadia, city of intrigue, collusion, conspiracy.

Just off the boat, and already you're in a spot of trouble. An altercation with
a "noble" has resulted in taunts, rancor, and finally . . . a challenge.



- Your mana is all spent. Your opponent moves in for the crushing blow with a Rain of Tears to destroy your High Market. You calmly remove Brainstorm from your current repertoire to send the Rain back to drizzle devastation on his swamp. What spell are you playing?
- You have just sent your opponent's Cateran Overlord to an early grave, but from its cooling corpse a ghostly spirit rises to defy you.

 What spell are you playing?
 - You send your Snorting Gahr into battle, but your opponent sends out her

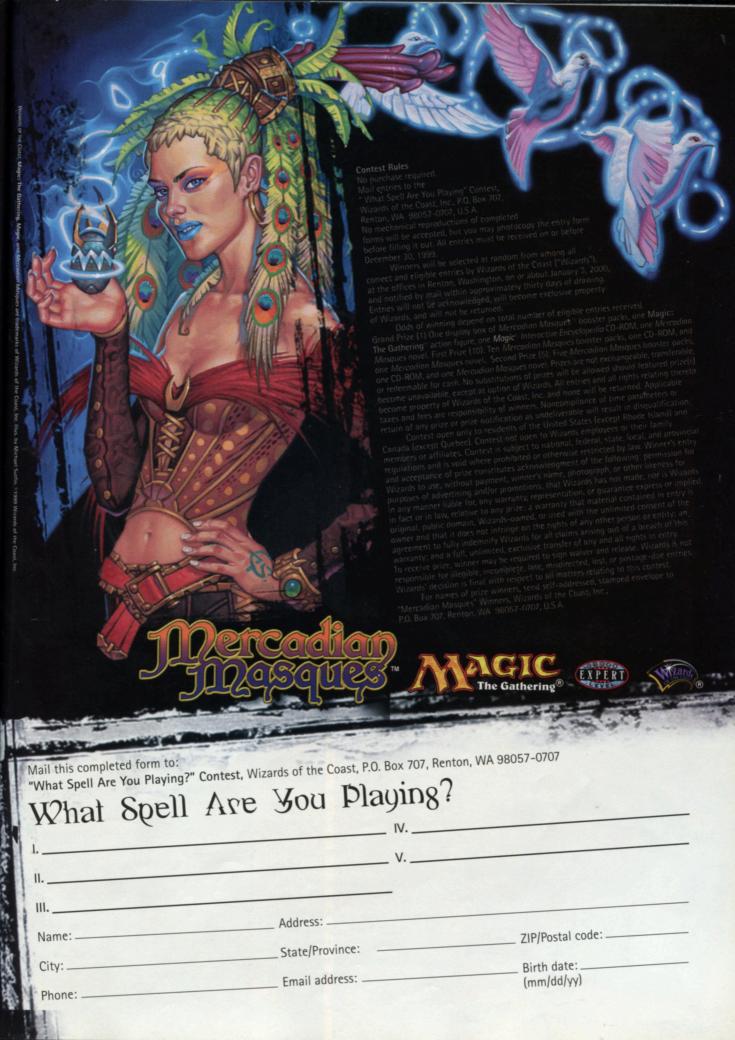
 Hunted Wumpus to block. As a fast effect you enhance your Gahr with just

 enough power to destroy the Wumpus and the speed to strike first during battle.

 What spell are you playing?
 - You summon a creature, and a creature from your graveyard returns from the dead to steal life from your opponent and bestow it on you. However, the creature you summoned also gives your opponent the ability to raise the dead.

 What spell are you playing?
 - You send an insect to attack your opponent. As it stings her, you gain the ability to destroy her Henge Guardian. In addition, the sting causes your opponent to discard a card from her hand, and allows you to draw a card from your library.

 What spell are you playing?



Magic Mayhem

The Mercadian Masques Theme Oecks Are Ready to Rumble

by Michael G. Ryan

heme decks have become a natural part of each Magic:
The Gathering expansion,
much like the resilient hope that more green cards will see tournament play. Each time around the block, the designers face off against pretty stiff requirements.

First, theme decks must try to effectively highlight the new mechanics. Next, they need to be playable against one another (which has led to decks being reined in!). Third, the decks should lend themselves to improvements, in case players want to modify the decks. Fourth, each deck has to meet specific rarity requirements (no deck gets three rare cards, no matter how much better the deck would be if it included an extra rare). Finally, all cards in the deck must come from the current card cycle. So, for the *Mercadian Masques* theme decks, all the cards came from *one* set of cards.

Oh, yeah—the decks need to be fun, too, by the way.

Not a problem for these folks.

He Cried, "More, More, More, More!"

Mercadian Masques lead developer Henry Stern originally called the deck he designed "Rebel Yell." Somewhere along the way, it became "Rebel's Call." The potential Billy Idol lawsuit disappeared; the deck remained.

"Rebel's Call" is a white weenie deck with a twist. Most white weenie decks come roaring out of the gate, desperate to win quickly before the opponent has a chance to rally and crush the rebellion. "Rebel's Call" relies on patience—and recruitment tactics that put cheap slogans like "Be All That You Can Be" to shame.

Here's how it works. Ramosian Sergeant hits the battlefield. Next turn, your Sergeant goes searching for a comrade and brings Ramosian Lieutenant into play. Next turn, both Rebels go in search of more help—Steadfast Guard or maybe Nightwind Glider (or more officers, to keep the exponential ball rolling). Pretty soon, your opponent will be armpit-deep in Rebels, and the midnight hour arrives.

Rebel's Call is an enhanced white weenie deck with lots of room for growth.

Of course, "Rebel's Call" has secret rebel sympathizers to help out: two Spellshapers (Charm Peddler and Devout Witness) that prove quite effective at keeping damage at bay or artifacts and enchantments under control. Afterlife and Arrest, both noncreature cards, can also halt one aggressor each. Later on, you can roll out the big guns—Ballista Squad—to obliterate opposing creatures foolish enough to draw attention to themselves by attacking or blocking.

Behind the Masque—Henry Stern: "The one advantage to being the lead developer is that essentially you get to choose which deck you'll build. I thought 'Rebel's Call' would be fairly straightforward, but it turns out that wasn't quite true. I had to tone it down a bit. But I think it's the easiest deck to scale up for tournament play, and there will be more Rebels in future sets."



Phantomless Menace

"Deepwood Menace" is about as classic as decks come. Mark Rosewater's theme deck intends to shoot first and ask questions later, but never gets around to bothering with the questions. Combining red and green, this deck simply piles on creatures for mass aggression (with some solid creature-removal skills among aggressors like Cinder Elemental, Shock Troops, and Squallmonger). In the background you'll find equally menacing direct damage and other destruction spells, including Thunderclap, one of the more interesting cards with an alternative play cost in Mercadian Masques. Instead of paying Thunderclap's 2 ocst, you can choose to sacrifice a mountain instead. Either way, Thunderclap smashes down 3 damage on a target creature. The heavens have spoken.

But "Deepwood Menace" has a built-in "can't-see-the-forest-for-the-trees" surprise that opponents will remember once they've traveled through these woods. Volcanic Wind, a red sorcery that takes 4 2 to play, is a nasty little spell that deals X damage, divided among any number of creatures, where X is the number of creatures in play. Reasonably menacing. But when you combine Volcanic Wind with Natural Affinity, a green instant for 2 4 that turns all lands into 2/2 creatures, you can see what a real pain in the menace this Wrath of God/Armageddon—like combination can become for your opponent.

Behind the Masque—Mark Rosewater: "I set out to make a traditional red/green deck—an old, old staple. But early on, my deck was too powerful and had to be toned down. Volcanic Wind used to be 2 , and every time I would play 'Deepwood Menace,' that card was just amazing. The result of the playtest: Volcanic Wind's cost got changed! But there's a new mechanic coming in Nemesis that will help my deck quite a bit...."



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Tidal Mastery is not for the weak of heart.









Idle Tidal

William Jockusch has a history, according to Mark Rosewater, of making decks that are a little harder to play. But in the hands of the right player, those decks suddenly go from neutral to third gear without warning. That's the way "Tidal Mastery" works.

In the early game, "Tidal Mastery" is a sleeping dragon waiting to awaken. Your creatures play defense, particularly Darting Merfolk, which can survive the blocking process. Enchantments like Story Circle (white) and War Tax (blue) slow your opponent's pace of attack, possibly even bringing it to a halt. Survival is your early key, because the tide doesn't come in until later in the game. When it does, your opponent will need to clear the beach.

Use Counterspells and Thwarts to eliminate your opponent's more serious threats. Then "Tidal Mastery" will teach your opponent the meaning of "long-suffering." If you don't win by using Overtaker to control one of your opponent's creatures for a turn and attack with it, then you'll win by pinpricking your opponent to death with Stinging Barrier. Either way, this will be a lesson in oceanography-let's hope your opponent isn't a slow learner.

Behind the Masque-William Jockusch: "'Tidal Mastery' was tricky to build because it had to survive the early game, have enough late-game threats to win, and still fit into the rarity constraints of a theme deck. I really had to tweak it quite a bit."





"We Disrupt This Program...

The name alone should tell you that playing against Robert Gutschera's red/black "Disrupter" deck will be a test of your stamina...and your resources. The goal of "Disrupter" is to weaken an opponent on all fronts by eliminating his or her lands, creatures, and cards in hand. Any one of these forms of destruction would make for a deck unto itself, so "Disrupter" annoys in more mysterious ways.

"Disrupter" has only a little of each destruction type, so it requires you to pay attention to your opponent's weaknesses. Is your opponent short on land? Bring on Stone Rain and Rain of Tears. Does your opponent seem to be having trouble getting more than a couple of creatures into play? Try Vendetta or Snuff Out (and consider paying Snuff Out's alternative play cost of 4 life). Is your opponent clinging desperately to a couple of cards that are no doubt central to some combo? Specter's Wail ought to do the trick, and if not, Wall of Distortion can go after those cards turn after turn.

Once your opponent's service has been interrupted, "Disrupter" is ready to install some cable of its own. Send in your Molting Harpy (a 2/1 creature with flying) to check the above-ground wire. Your 4/3 Cateran Enforcer has a built-in Fear (only black and artifact creatures can block it), so groundbased blockers might as well catch some reruns. Toss in a bit of direct damage (via Cinder Elemental and Thrashing Wumpus) for good measure, and then it's showtime! By the time reception clears up, your opponent will miss the days of only four Channels (that's a bad Magic joke, folks, but it was there ... sorry).

Behind the Masque—Robert Gutschera: "I started out wanting to build a black disruption deck, something that would mess up your opponent's plans. I wanted the deck to have a different feel from the white Rebel deck, so I avoided the Mercenary cards in black. That meant I needed to go to another color for some more cards, and the logical choice was red-plenty of great disruption cards available there!"

Locked in a Vault in the R&D Secret Lab

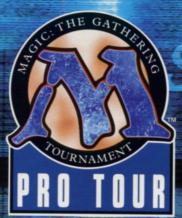
Henry Stern confides that R&D has a "secret list" of cards that are exceptionally good, and he notes that designers are restricted as to how many cards from that list they're allowed to use in any given theme deck. Of course, Henry won't say precisely which cards appear on that list-so you'll just have to guess. In the end, would the four Mercadian Masques theme decks be more powerful with additional "secret list" cards? Probably. But as they stand, each deck plays well against the others and against previous theme decks. Plus, each deck has a clearly recognizable enhancement path for more aggressive players who might want to add more of those exceptionally good cards.

So... which cards in the Mercadian Masques theme decks do you think came from R&D's "secret list"?

And how many of them are going in your theme deck?

Michael G. Ryan has never worked for Showtime® or as a roadie for Billy Idol. eshing to tubic

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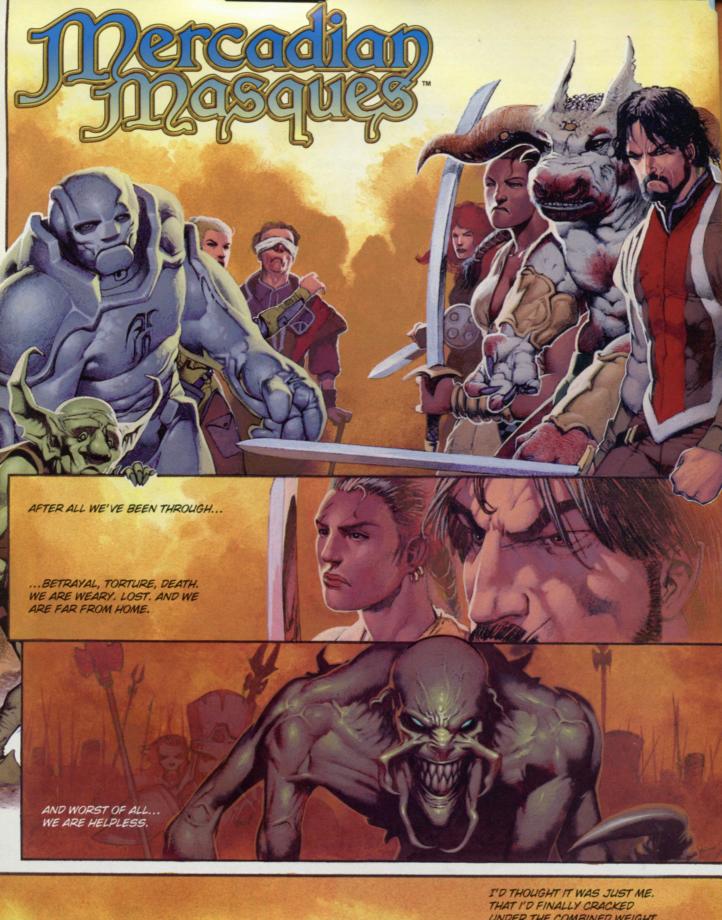
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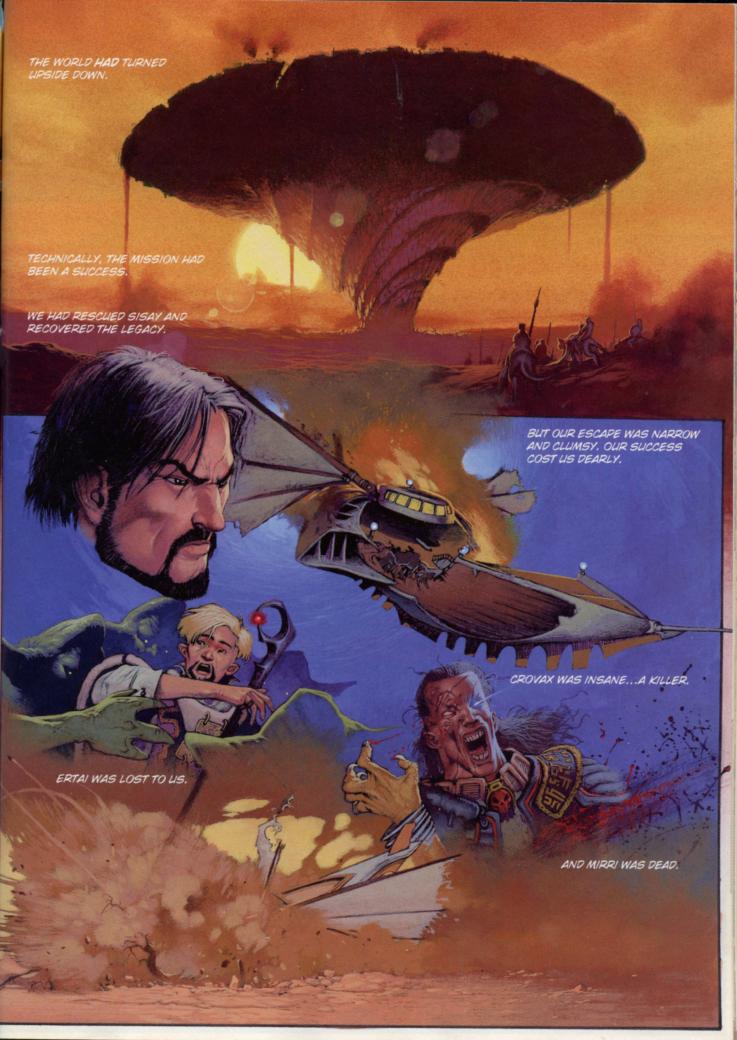
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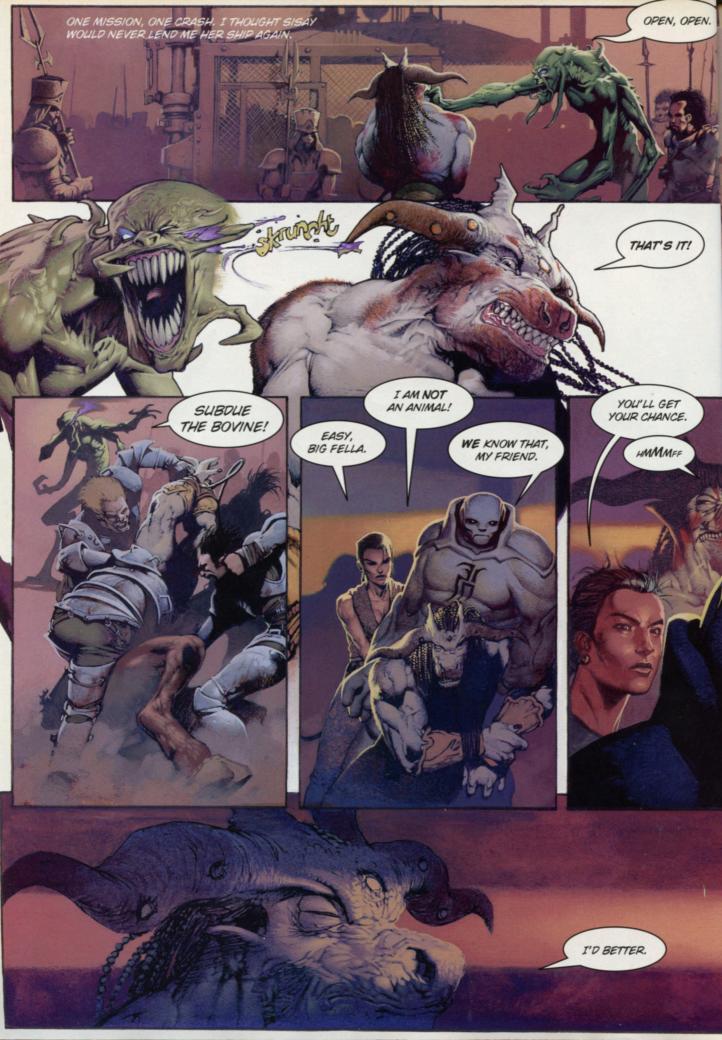




UNDER THE COMBINED WEIGHT OF DUTY, HONOR, AND MY BROTHER'S MAD VENDETTA. BUT THE VIEW MADE IT OFFICIAL.

STORY BY SCOTT MCGOUGH AND KEV WALKER ILLUSTRATED BY KEV WALKE BASED ON A NOVEL BY FRANCIS LEBARON EDITED BY MICHAEL MIKAELIA

































Afterlife

1/350



Alabaster Wall

2/350



Alley Grifters

115/350



Ancestral Mask

229/350



The following pages show all 350 cards from the Mercadian Masques card set in alphabetical order, along with each card's unique card number. You can determine a card's rarity by looking at the expansion symbol on the card. Rare cards have a gold symbol. Uncommon cards have a silver symbol. Common cards have a black symbol.



Armistice

3/350

5/350



Arms Dealer

172/350



Arrest

At the beginning of each player's upkeep Barbed Wire deals 1 damage to that 2: Prevent the next 1 damage that would be dealt by Barbed Wire this turn.

Barbed Wire

287/350

4/350



Assembly Hall

*, . Draw a card. X is the number of cards in an opponent's hand. Although it looks like a game, busin around the table is deadly serious.

Bargaining Table 288/350



Ballista Squad

Battle Rampart

173/350



Balloon Peddler



Battle Squadron



Bifurcate

230/350



Black Market

116/350



Blaster Mage

175/350



Blockade Runner

60/350



Blood Hound

176/350



Blood Oath

3/3

Boa Constrictor

231/350



Bog Smugglers

117/350



Bog Witch

118/350



Brainstorm

Brawl

178/350



Briar Patch

232/350



Bribery

62/350



Buoyancy

63/350

61/350



Cackling Witch



Caller of the Hunt



Cateran Brute

120/350



Cateran Enforcer

121/350



Cateran Kidnappers

122/350



Cateran Overlord

123/350



Cateran Persuader

124/350



Cateran Slaver

125/350



Cateran Summons

126/350



Caustic Wasps

234/350



Cave Sense

179/350



Cave-In

180/350



Cavern Crawler

181/350



Ceremonial Guard

182/350



Chambered Nautilus

64/350



Chameleon Spirit

65/350



Charisma



Charm Peddler



Charmed Griffin

7/350



Cho-Arrim Alchemist

8/350



Cho-Arrim Bruiser

9/350



Cho-Arrim Legate

10/350



Cho-Manno, Revolutionary 11/350



Cho-Manno's Blessing

12/350



Cinder Elemental

183/350



Clear the Land

235/350



Close Quarters

184/350



Cloud Sprite

Whenever a creature you control deals combat damage to an opponent, you may draw a card.

"I don't like to think of myself as a pirate. I'm more like a stimulator of the local economy."

Coastal Piracy

68/350



Collective Unconscious

236/350



Common Cause

13/350



Conspiracy

127/350

67/350



Cornered Market



Corrupt Official



Counterspell

69/350



Cowardice

70/350



Crackdown

15/350



Crag Saurian

185/350



Crash

186/350



Credit Voucher

289/350



Crenellated Wall

290/350



Crooked Scales

291/350



Crossbow Infantry

16/350



Crumbling Sanctuary

292/350



Customs Depot

71/350



Dark Ritual

129/350



Darting Merfolk

72/350



Dawnstrider

237/350



Deadly Insect



Deathgazer

130/350



Deepwood Drummer

239/350



Deepwood Elder

240/350



Deepwood Ghoul

131/350



Deepwood Legate

132/350



Deepwood Tantiv

241/350



Deepwood Wolverine

242/350



Dehydration

73/350



Delraich

133/350



Desert Twister

243/350



Devout Witness

17/350



Diplomatic Escort

74/350



Diplomatic Immunity

75/350



Disenchant

18/350



Distorting Lens

293/350



Drake Hatchling



Dust Bowl



Embargo

77/350



Energy Flux

78/350



Enslaved Horror

134/350



Erithizon

244/350



Extortion

135/350



Extravagant Spirit 79/350



Eye of Ramos

294/350



False Demise

80/350



Ferocity

245/350



Flailing Manticore

187/350



Flailing Ogre

188/350



Flailing Soldier

189/350



Flaming Sword

190/350



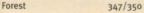
Food Chain

246/350



Forced March







Forest 348/350



349/350 Forest



Forest 350/350



Foster 247/350



Fountain of Cho 317/350



Fountain Watch 19/350



Fresh Volunteers 20/350



Furious Assault





Game Preserve



248/350



General's Regalia



Gerrard's Irregulars



192/350



Ghoul's Feast

137/350



Giant Caterpillar



When Glowing Anemone comes into play, you may return target land to its owner's hand.

Glowing Anemone



•: Return target basic land card rom your graveyard to your hand.

Groundskeeper

250/350



Gush



Hammer Mage

193/350



Haunted Crossroads

138/350



Heart of Ramos

296/350



Henge Guardian

297/350



Henge of Ramos

318/350



Hickory Woodlot

319/350



High Market

320/350



High Seas

83/350



Highway Robber

139/350



Hired Giant

194/350



Honor the Fallen

21/350



Hoodwink

84/350



Horn of Plenty

298/350



Horn of Ramos

299/350



Horned Troll



Howling Wolf



Hunted Wumpus

253/350



Ignoble Soldier

When Indentured Djinn comes into play, each other player may draw up to three cards.

Indentured Djinn

85/350



Instigator

140/350



Insubordination

141/350



Intimidation

142/350

335/350



Invigorate

254/350



Inviolability

23/350



Iron Lance

300/350



Island



Island

336/350



Island

337/350



Island

338/350



Ivory Mask

24/350



Jeweled Torque



Jhovall Queen



Jhovall Rider

26/350



Karn's Touch

86/350



Kris Mage

195/350



Kyren Archive

302/350



Kyren Glider

196/350



Kyren Legate

197/350



Kyren Negotiations

198/350



Kyren Sniper

199/350



Kyren Toy

303/350



Land Grant

255/350



Larceny

143/350



Last Breath

27/350



Lava Runner

200/350



Ley Line

256/350



Liability



Lightning Hounds

258/350



Lithophage

202/350



Lumbering Satyr

257/350



Lunge

203/350



Maggot Therapy "If this is the cure, I'd hate to see the dis

Maggot Therapy

145/350



Magistrate's Scepter 304/350



Magistrate's Veto

204/350



Megatherium

259/350



Mercadia's Downfall

205/350



Mercadian Atlas

305/350



Mercadian Bazaar

321/350



Mercadian Lift

306/350



Midnight Ritual

146/350



Misdirection

87/350



Misshapen Fiend



Misstep



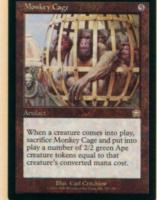
Molting Harpy

148/350



Moment of Silence

28/350



Monkey Cage

307/350



Moonlit Wake

29/350



Mountain

343/350



Mountain

344/350



Mountain

345/350



Mountain

346/350



Muzzle

30/350



Natural Affinity

260/350



Nether Spirit

149/350



Nightwind Glider

31/350



Noble Purpose

32/350



Notorious Assassin

150/350



Ogre Taskmaster



Orim's Cure



Overtaker

89/350



Panacea

308/350



Pangosaur

261/350



Peat Bog

322/350



Pious Warrior

34/350



Plains

331/350



Plains

332/350



333/350



Plains

334/350



Whenever Port Inspector becomes blocked, you may look at defending player's hand. "There may be a few min fees, levies, duties, surtaxes, t

Port Inspector

90/350



Power Matrix

309/350



Pretender's Claim

151/350



Primeval Shambler

152/350



Puffer Extract

310/350



Pulverize



Puppet's Verdict



Putrefaction

153/350



Quagmire Lamprey

154/350



Rain of Tears

155/350



Ramosian Captain

35/350



Ramosian Commander

36/350



Ramosian Lieutenant

37/350



Ramosian Rally

38/350



Ramosian Sergeant

39/350



Ramosian Sky Marshal

40/350



Rampart Crawler

156/350



Rappelling Scouts

41/350



Remote Farm

323/350



Renounce

42/350



Revered Elder

43/350



Reverent Mantra



Revive



Righteous Aura

45/350



Righteous Indignation

46/350



Rishadan Airship

91/350



Rishadan Brigand

92/350



Rishadan Cutpurse

93/350



Rishadan Footpad

94/350



Rishadan Pawnshop

311/350



Rishadan Port

324/350



Robber Fly

209/350



Rock Badger

210/350



157/350



Rushwood Dryad

263/350



Rushwood Elemental

264/350



Rushwood Grove

325/350



Rushwood Herbalist



Rushwood Legate



Saber Ants

267/350



Sacred Prey

268/350



Sailmonger

95/350



Sand Squid

96/350



Sandstone Needle

326/350



Saprazzan Bailiff

97/350



Saprazzan Breaker

98/350



Saprazzan Cove

327/350



Saprazzan Heir

99/350



Saprazzan Legate

100/350



Saprazzan Outrigger

101/350



Saprazzan Raider

102/350



328/350



Scandalmonger

158/350



Security Detail



Seismic Mage



Sever Soul

159/350



Shock Troops

212/350



Shoving Match

103/350



Silent Assassin

160/350



Silverglade Elemental

269/350



Silverglade Pathfinder

270/350



Sizzle

213/350



Skulking Fugitive

161/350



Skull of Ramos

312/350



Snake Pit

271/350



Snorting Gahr

272/350



Snuff Out

162/350



Soothing Balm

48/350



Soothsaying

104/350



Soul Channeling



Specter's Wail



Spidersilk Armor

273/350



Spiritual Focus

49/350



Spontaneous Generation 274/350



Squall

275/350



Squallmonger

276/350



Squee, Goblin Nabob

Sorcery spells cost 3 more to play Any pirate would prefer Rishada's swift and cruel justice to Saprazzo's patient

Squeeze

105/350



Stamina

277/350



Statecraft

106/350



Steadfast Guard

50/350



Stinging Barrier

107/350



Stone Rain

215/350



Story Circle

51/350



Strongarm Thug

165/350



Subterranean Hangar



Sustenance



Swamp

339/350



Swamp

340/350



Swamp

341/350



Swamp

342/350



Task Force

52/350



Tectonic Break

216/350



Territorial Dispute

217/350



Thermal Glider

53/350



Thieves' Auction

218/350



Thrashing Wumpus

166/350



Thunderclap

219/350



Thwart

108/350



Tidal Bore

109/350



Tidal Kraken

110/350



Tiger Claws



Timid Drake



Tonic Peddler

Sacrifice Tooth of Ramos: Add one white mana to your mana pool. es smiled, and there was day

Tooth of Ramos

Tower of the Magistrate

Tower of the Magistrate 330/350



Toymaker

314/350



Trade Routes

112/350



Tranquility

280/350

313/350



Trap Runner

55/350



Tremor

220/350



Two-Headed Dragon

221/350



Undertaker

167/350



Unmask

168/350



Unnatural Hunger

169/350



222/350



Vendetta

170/350



Venomous Breath



Venomous Dragonfly



Vernal Equinox

283/350



Vine Dryad

284/350



Vine Trellis

285/350



Volcanic Wind

223/350



Wall of Distortion

171/350



War Cadence

224/350



War Tax

113/350



Warmonger

225/350



Warpath

226/350



Waterfront Bouncer

114/350



Wave of Reckoning

56/350



Wild Jhovall

227/350



Wishmonger

57/350



Word of Blasting

228/350



Worry Beads

Card



List

CURRORCUURRURUCCUUR

	WI	IITE			
	di	1/350	Afterlife	Brian Snöddy	U
Regular	M	2/350	Alabaster Wall	Randy Gallegos	C
□ Regular	1	3/350	Armistice	Dan Frazier	R
☐ Foil	7,	4/350 5/350	Arrest Ballista Squad	Dan Frazier Matthew Wilson	U
	V	6/350	Charm Peddler	John Matson	C
	2000	7/350	Charmed Griffin	Ray Lago	U
		8/350	Cho-Arrim Alchemist	Scott M. Fischer	R
	N.	9/350	Cho-Arrim Bruiser Cho-Arrim Legate	Paolo Parente rk post	R
	V	11/350	Cho-Manno, Revolutionary	Greg & Tim Hildebrandt	
MILETONICAN)	V	12/350	Cho-Manno's Blessing	John Matson	C
600		13/350	Common Cause	John Matson	R
製造なの話		14/350	Cornered Market Crackdown	Edward P. Beard, Jr.	R
100	N/	15/350 16/350	Crossbow Infantry	Rebecca Guay Greg & Tim Hildebrandt	R
	N,	17/350	Devout Witness	Don Hazeltine	C
CALL PE	V	18/350	Disenchant	Adam Rex	C
33		19/350 20/350	Fountain Watch Fresh Volunteers	Jeff Miracola	R
		21/350	Honor the Fallen	Jeff Miracola Terese Nielsen	C R
10		22/350	Ignoble Soldier	Mark Romanoski	U
	9	23/350	Inviolability	DiTerlizzi	C
	V	24/350	Ivory Mask	Glen Angus	R
MALL STORY	1	25/350 26/350	Jhovall Queen Jhovall Rider	Michael Sutfin Scott M. Fischer	RU
BERTA T		27/350	Last Breath	DiTerlizzi	U
	188	28/350	Moment of Silence	Christopher Moeller	C
D THE	1	29/350	Moonlit Wake	Greg & Tim Hildebrandt	U
NIM!	1	30/350	Muzzle Nightwind Glider	Matt Cavotta	C
	V	32/350	Noble Purpose	Randy Gallegos Kev Walker	U
1000		33/350	Orim's Cure	Don Hazeltine	C
C (W)	4	34/350	Pious Warrior	Jeff Miracola	C
1300	1	35/350	Ramosian Captain Ramosian Commander	Matthew Wilson	U
C. C. C.	V.	36/350 37/350	Ramosian Lieutenant	Scott Hampton Alan Pollack	UC
	V,	38/350	Ramosian Rally	Christopher Moeller	C
TO SEE	Y	39/350	Ramosian Sergeant	Don Hazeltine	C
		40/350	Ramosian Sky Marshal	Matt Cavotta	R
Mark Comments		41/350 42/350	Rappelling Scouts Renounce	Nelson DeCastro Carl Critchlow	RU
0 200	00	43/350	Revered Elder	Donato Giancola	C
7 50		44/350	Reverent Mantra	Rebecca Guay	R
		45/350	Righteous Aura	Pete Venters	U
		46/350	Righteous Indignation Security Detail	Val Mayerik	U
		47/350 48/350	Soothing Balm	Val Mayerik Scott M. Fischer	RC
	4	49/350	Spiritual Focus	Andrew Goldhawk	R
	M	50/350	Steadfast Guard	Adam Rex	C
	1	51/350 52/350	Story Circle Task Force	Bradley Williams Gary Ruddell	U
ma /	V	53/350	Thermal Glider	Mark Zug	C
N		54/350	Tonic Peddler	Adam Rex	U
		55/350	Trap Runner	Ron Spencer	U
		56/350	Wave of Reckoning	Bradley Williams	R
1000		57/350	Wishmonger	Heather Hudson	U
	BLU	IE		S. S. S. S. S. S. S.	
		58/350	Aerial Caravan	DiTerlizzi	R
IA SO		59/350	Balloon Peddler	Paolo Parente	C
10000		60/350 61/350	Blockade Runner Brainstorm	Carl Critchlow DiTerlizzi	C
16		62/350	Bribery	Andrew Robinson	R
A STATE OF THE STA		63/350	Buoyancy	Jeff Miracola	C
		64/350	Chambered Nautilus		U
		65/350 66/350	Chameleon Spirit Charisma		U
ALCOHOL: N	N	67/350	Cloud Sprite		R
	No.	68/350	Coastal Piracy		U
-	M	69/350	Counterspell		C
14	1	70/350	Cowardice Customs Depot		R
Called	7	71/350 72/350	Darting Merfolk		U
	00	73/350	Dehydration	Val Mayerik	c
	M	74/350	Diplomatic Escort	Rebecca Guay	U
	1	75/350			C
ten		76/350 77/350	Drake Hatchling Embargo		C
20		78/350			R U
		79/350	Extravagant Spirit		R
111		80/350		Pat Morrissey	U
201		81/350			U
1		82/350 83/350			C
The state of the s	100			The state of the s	
		TOTAL PROPERTY.			-

-	- 1		
11	84/350	Hoodwink	Arnie Swekel
MA	85/350	Indentured Djinn	Val Mayerik
	86/350	Karn's Touch	Alan Pollack
	87/350	Misdirection	Paolo Parente
	88/350	Misstep	Kev Walker
M,	89/350	Overtaker	Clyde Caldwell
N	90/350	Port Inspector	Dan Frazier
	91/350	Rishadan Airship	Kev Walker
	92/350	Rishadan Brigand	Scott Hampton
	93/350	Rishadan Cutpurse	Christopher Moeller
	94/350	Rishadan Footpad	Adam Rex
	95/350	Sailmonger	Michael Sutfin
	96/350	Sand Squid	Kev Walker
	97/350	Saprazzan Bailiff	Ron Spencer
	98/350	Saprazzan Breaker	Pete Venters
	99/350	Saprazzan Heir	Terese Nielsen
A .	100/350	Saprazzan Legate	Andrew Goldhawk
	101/350	Saprazzan Outrigger	Doug Chaffee
M	102/350	Saprazzan Raider	Jeff Miracola
	103/350	Shoving Match	Dave Dorman
	104/350	Soothsaying	Pat Morrissey
	105/350	Squeeze	DiTerlizzi
	106/350	Statecraft	Mike Ploog
V,	107/350	Stinging Barrier	Pat Morrissey
V,	108/350	Thwart	Christopher Moeller
M	109/350	Tidal Bore	Frank Kelly Freas
	110/350	Tidal Kraken	Christopher Moeller
	111/350	Timid Drake	Edward P. Beard, Jr.
4	112/350	Trade Routes	Matt Cavotta
M	113/350	War Tax	Greg & Tim Hildebran
	114/350	Waterfront Bouncer	Paolo Parente

		106/350	Statecraft	Mike Ploog	R
	V,	107/350	Stinging Barrier	Pat Morrissey	C
	V,	108/350	Thwart	Christopher Moeller	U
		109/350	Tidal Bore	Frank Kelly Freas	C
		110/350	Tidal Kraken	Christopher Moeller	R
		111/350	Timid Drake	Edward P. Beard, Jr.	U
	7	112/350	Trade Routes	Matt Cavotta	R
	M	113/350	War Tax	Greg & Tim Hildebrandt	U
		114/350	Waterfront Bouncer	Paolo Parente	C
	DI A	CV			
_	BL/	ICK		MANUFACTURE BUILDING TO	
	M L		Alley Grifters	Paolo Parente	C
		116/350	Black Market	Jeff Easley	R
	1	117/350	Bog Smugglers	Mike Ploog	C
	y	118/350	Bog Witch	Gao Yan	C
		119/350	Cackling Witch	Brian Despain	U
	1	120/350	Cateran Brute	Edward P. Beard, Jr.	C
		121/350	Cateran Enforcer Cateran Kidnappers	Mike Ploog	U
		123/350	Cateran Overlord	Carl Critchlow	U
		124/350	Cateran Persuader	Michael Sutfin Carl Critchlow	RC
		125/350	Cateran Slaver	Carl Critchlow	R
		126/350	Cateran Summons	Alan Pollack	U
		127/350	Conspiracy	Jeff Easley	R
		128/350	Corrupt Official	Greg & Tim Hildebrandt	R
	1	129/350	Dark Ritual	Rebecca Guay	C
		130/350	Deathgazer	Donato Giancola	U
	4	131/350	Deepwood Ghoul	Alan Pollack	C
		132/350	Deepwood Legate	Pete Venters	U
		133/350	Delraich	Todd Lockwood	R
	M III	134/350	Enslaved Horror	Mike Ploog	U
		135/350	Extortion	Pete Venters	R
		136/350	Forced March	Greg & Tim Hildebrandt	
		137/350	Ghoul's Feast	Alan Pollack	U
		138/350	Haunted Crossroads	Carl Critchlow	U
		139/350	Highway Robber	Kev Walker	C
		140/350	Instigator	Fred Fields	R
		141/350	Insubordination	Andrew Goldhawk	C
	1	142/350	Intimidation	Terese Nielsen	U
		143/350	Larceny	Dave Dorman	U
	1	144/350	Liability	Christopher Moeller	R
	*	145/350	Maggot Therapy	Jeff Easley	C
	-	146/350	Midnight Ritual Misshapen Fiend	Jeff Easley	R
	1	147/350	Molting Harpy	Adam Rex Jeff Laubenstein	CU
		149/350	Nether Spirit	Alan Pollack	R
		150/350	Notorious Assassin	Heather Hudson	R
		151/350	Pretender's Claim		U
	V	152/350	Primeval Shambler	Chippy	U
		153/350	Putrefaction	DiTerlizzi	U
-		154/350	Quagmire Lamprey	Glen Angus	U
1		155/350	Rain of Tears	Edward P. Beard, Jr.	U
1		156/350	Rampart Crawler	Pete Venters	C
-		157/350	Rouse	Dave Dorman	C
-		158/350	Scandalmonger	Matt Cavotta	U
1	V.	159/350	Sever Soul	Jeff Easley	C
1	1	160/350	Silent Assassin	rk post	R
1	1	161/350	Skulking Fugitive	Scott M. Fischer	C
1	M	162/350	Snuff Out	Mike Ploog	000
-	1	163/350	Soul Channeling	DiTerlizzi	C
1	VI	164/350	Specter's Wail	Randy Gallegos	C
-	1	165/350	Strongarm Thug	Rebecca Guay	U
-	1	166/350	Thrashing Wumpus	Jeff Miracola	R
-	×	167/350	Undertaker	Jeff Easley	C
-		168/350	Unmask	rk post	R
		MARKATOR AND ADDRESS	THE RESIDENCE OF THE PARTY OF T		

										DESCRIPTION AND PROPERTY.
1	169/350	Unnatural Hunger	Jeff Miracola	R	1	260/350	Natural Affinity	Pete Venters	R	-
Z,		Vendetta		C	7	261/350	Pangosaur	Mark Tedin	R	1
V	171/350	Wall of Distortion	Mark Tedin	С		262/350	Revive	Matthew Wilson Todd Lockwood	U	de la
RED			THE RESERVE OF THE PARTY OF THE			263/350 264/350	Rushwood Dryad Rushwood Elemental	Hannibal King	R	7
		Arms Dealer	Luca Zontini	U		265/350	Rushwood Herbalist	Terese Nielsen	C	1/20 1
		Battle Rampart		C	7	266/350	Rushwood Legate	Mark Romanoski	U	To A
7		Battle Squadron		R		267/350	Saber Ants	Greg Staples	U	
		Blaster Mage		C		268/350 269/350	Sacred Prey Silverglade Elemental	Rebecca Guay Chippy	C	100
		Blood Hound Blood Oath		R R		270/350	Silverglade Pathfinder	rk post	U	
		Brawl		R	V	271/350	Snake Pit	Carl Critchlow	U	Charles of the Control of the Contro
		Cave Sense	Mark Romanoski	C		272/350	Snorting Gahr	Andrew Goldhawk	C	Charles Co.
		Cave-In		R		273/350	Spidersilk Armor Spontaneous Generation	Scott Hampton Alan Pollack	C R	-
1	1 23-	Cavern Crawler Ceremonial Guard		C		274/350 275/350	Squall	Val Mayerik	C	in.
1		Cinder Elemental		U		276/350	Squallmonger	Heather Hudson	U	
		Close Quarters		U		277/350	Stamina	Paolo Parente	U	
		Crag Saurian		R	V	278/350 279/350	Sustenance Tiger Claws	Qiao Dafu Adam Rex	C	
		Crash Flailing Manticore	Doug Chaffee Roger Raupp	R	1	280/350	Tranquility	Heather Hudson	C	No.
		Flailing Ogre		U		281/350	Venomous Breath	DiTerlizzi	U	No.
	189/350	Flailing Soldier		C		282/350	Venomous Dragonfly	Tom Wänerstrand	C R	
		Flaming Sword		C		283/350	Vernal Equinox Vine Dryad	Rebecca Guay Jeff Laubenstein	R	NAME OF THE PERSON OF THE PERS
7		Furious Assault Gerrard's Irregulars	Greg Staples Eric Peterson	C	1	284/350 285/350	Vine Trellis	DiTerlizzi	C	1
	192/350	Hammer Mage	Rebecca Guay	U				Maria Company of the Party of t		773
1	194/350	Hired Giant	Ben Thompson	U		TIFACT		V-144 "		SAM!
	195/350	Kris Mage	Matthew Wilson	C			Assembly Hall Barbed Wire	Val Mayerik Ron Spencer	R	6
	196/350	Kyren Glider Kyren Legate	Daren Bader Dave Dorman	C		287/350 288/350	Bargaining Table	Scott M. Fischer	R	10 G
	198/350	Kyren Negotiations	Scott Hampton	U		289/350	Credit Voucher	D. Alexander Gregory	U	6 (11)
	199/350	Kyren Sniper	Carl Critchlow	C		290/350	Crenellated Wall	Arnie Swekel	U	2.11
	200/350	Lava Runner	Donato Giancola	R		291/350	Crooked Scales Crumbling Sanctuary	Ron Spears Randy Gallegos	R R	0
- V	201/350 202/350	Lightning Hounds Lithophage	Andrew Robinson Mike Ploog	R		292/350 293/350	Distorting Lens	Glen Angus	R	
V	203/350	Lunge	Dan Frazier	C		294/350	Eye of Ramos	David Martin	R	
	204/350	Magistrate's Veto	Brian Snoddy	U		295/350	General's Regalia	David Monette	R R	ALL WATER
V	205/350	Mercadia's Downfall	Pete Venters Orizio Daniele	U	7	296/350	Heart of Ramos Henge Guardian	David Martin Chippy	U	
	206/350 207/350	Ogre Taskmaster Pulverize	Scott M. Fischer	R		298/350		Brian Despain	R	0
	208/350	Puppet's Verdict	Edward P. Beard, Jr.	R		299/350	Horn of Ramos	David Martin	R	
	209/350	Robber Fly	John Matson	U	V.	300/350	Iron Lance	Scott M. Fischer	U	
	210/350	Rock Badger Seismic Mage	Heather Hudson Pete Venters	U R	1	301/350 302/350	Jeweled Torque Kyren Archive	Mark Zug Roger Raupp	R	The same of the sa
7	211/350 212/350	Shock Troops	Jeff Miracola	C		303/350	Kyren Toy	Arnie Swekel	R	-
	213/350	Sizzle	Brian Snoddy	C		304/350	Magistrate's Scepter	Adam Rex	R	
7	214/350	Squee, Goblin Nabob	David Monette	R		305/350	Mercadian Atlas	Dan Frazier Gary Ruddell	R R	270 p
	215/350 216/350	Stone Rain Tectonic Break	Ben Thompson Rebecca Guay	CR		306/350 307/350	Mercadian Lift Monkey Cage	Carl Critchlow	R	1000
00	217/350	Territorial Dispute	Mike Ploog	R		308/350		Donato Giancola	U	
7	218/350	Thieves' Auction	Kevin Murphy	R	7	309/350		Alan Pollack	R	
	219/350	Thunderclap	Tom Wänerstrand Mark Romanoski	C		310/350	Puffer Extract Rishadan Pawnshop	Heather Hudson Joel Biske	UR	CASE AND
	220/350 221/350	Tremor Two-Headed Dragon	Sam Wood	R		311/350 312/350	Skull of Ramos	David Martin	R	
7	222/350	Uphill Battle	Pete Venters	U		313/350	Tooth of Ramos	David Martin	R	CA SAIL
	223/350	Volcanic Wind	Rebecca Guay	U		314/350	Toymaker	Frank Kelly Freas	U R	ST ASSE
	224/350	War Cadence Warmonger	John Matson Heather Hudson	U		315/350	Worry Beads	rk post	K	W Park
	226/350		Paolo Parente	U	100					
		Wild Jhovall	Daren Bader	C	σ,	316/350	Dust Bowl	Ben Thompson	R	9554
M	228/350	Word of Blasting	Eric Peterson	U	4	347/350		Donato Giancola	C	
GRI	FFN			1000	V	348/350		Rob Alexander Rob Alexander	C	AMICA
V C	229/350	Ancestral Mask	Massimilano Frezzato	С	4	349/350 350/350		Terry Springer	C	
	230/350	Bifurcate	John Matson	R		317/350	Fountain of Cho	Scott Hampton	U	APPLE S
	231/350	Boa Constrictor	Carl Critchlow	U		318/350		Edward P. Beard, Jr.	U	39
	232/350	Briar Patch Caller of the Hunt	Rebecca Guay Clyde Caldwell	UR	V	319/350 320/350		Sean McConnell Carl Critchlow	C R	N
	233/350 234/350	Caustic Wasps	Glen Angus	U		335/350		Terry Springer	c	
	235/350	Clear the Land	Bradley Williams	R	1	336/350	Island	Scott Bailey	C	A CAL
	236/350	Collective Unconscious	Andrew Goldhawk	R	1	337/350		Scott Bailey	C	
	237/350	Dawnstrider Deadly Insect	rk post Randy Gallegos	R		338/350 321/350		Tony Szczudlo Terese Nielsen	CU	
444	238/350 239/350	Deadly Insect Deepwood Drummer	Ron Spears	C	1	343/350		Terry Springer	C	
0,0	240/350	Deepwood Elder	Greg & Tim Hildebrandt	R	4	344/350	Mountain	Scott Bailey	C	
4	241/350	Deepwood Tantiv	Joel Biske	U	1	345/350		Dana Knutson Rob Alexander	C	
1	242/350 243/350	Deepwood Wolverine Desert Twister	Ray Lago Kevin Murphy	C		346/350		Val Mayerik	C	
	244/350	Erithizon	Scott M. Fischer	R	d'v	331/350		Terry Springer	C	
7	245/350	Ferocity	Pete Venters	C	4	332/350	Plains	Scott Bailey	C	
	246/350	Food Chain	Val Mayerik	R	1	333/350		Dana Knutson Edward P. Beard, Jr.	C	
	247/350 248/350	Foster Game Preserve	Carl Critchlow Luca Zontini	R		334/350 323/350		Rob Alexander	C	
	249/350	Giant Caterpillar	Arnie Swekel	C		324/350	Rishadan Port	Jerry Tiritilli	R	
1,	250/350	Groundskeeper	Alan Rabinowitz	U	9	325/350		George Pratt	U	
1	251/350	Horned Troll Howling Wolf	Heather Hudson Heather Hudson	C		326/350 327/350		Alan Rabinowitz Rebecca Guay	C	
	252/350 253/350	Hunted Wumpus	Brian Snöddy	U		327/350		Pat Morrissey	c	
	254/350	Invigorate	Dan Frazier	C	V	329/350	Subterranean Hangar	Matt Cavotta	U	
	255/350	Land Grant	D. Alexander Gregory	C	4	339/350		Jeff Easley	C	
	256/350	Ley Line Lumbering Satyr	Terese Nielsen Alan Pollack	U	1	340/350 341/350		Rob Alexander Rob Alexander	C	
	257/350 258/350	Lumbering Satyr	DiTerlizzi	U	1	341/350		Terry Springer	c	
	259/350		Paolo Parente	R		330/350		Thomas Gianni	R	

Spellshape Up A DIFFICULT Puzzle by Mark Rosewater

our opponent is Little Charlie, a Magic prodigy. You and he have been playing a Mercadian Masques Sealed game. At the beginning of Little Charlie's next upkeep, your Barbed Wire will deal the final point of damage to him. In fact, Little Charlie had to use Orim's Cure to stay alive this turn (which he paid for by tapping Revered Elder). Unfortunately it's now Charlie's main phase, and Charlie has just announced his attack.

All his creatures (except Revered Elder and Warmonger) are attacking. Your goal is simple: survive this attack. If you do, you will win the game during Charlie's next upkeep. Remember that Charlie still has a prevention shield on himself worth 3 damage.

Card Highlights



ARREST

Enchanted creature can't attack or block, and its activated abilities can't be played.



WATERFRONT BOUNCER 1 6

€, ⋄, Discard a card from your hand: Return target creature to its owner's hand.



CHARISMA

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.



VERNAL EQUINOX

Any player may play creature and enchantment spells any time he or she could play an instant.



REVERENT MANTRA

You may remove a white card in your hand from the game instead of paying Reverent Mantra's mana cost.

All creatures gain protection from the color of your choice until end of turn.



OVERTAKER

3 6, 3, Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It may attack and ? the turn it comes under your control.)

Answer on page 85

Little Charlie

1 life • prevention shield − 3 damage

No Cards in Hand







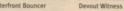
















blue-white-green 4 life



Theme

A MODERATE Puzzle by Mark Rosewater

he following six Mercadian Masques cards (numbered) belong in one of the Mercadian Masques sets (lettered).

Each set is grouped by a different theme. Themes involve more than just sharing a color, expansion, cost or card type.

















































Answer on page 85

How we solved "Spellshape Up"

The trick to this puzzle is to figure out how you are going to stop Little Charlie's sixteen attackers with your five blockers. The key rests in two cards. Little Charlie's Warmonger and Charisma in your hand (which you can play due to Vernal Equinox). If you can get Charisma on Warmonger and activate the ability, you can steal all of Charlie's non-flying creatures. But in order to pull off this little trick you need to do a few things first.

Tap your eight islands, four plains, and three forests to get eight blue (one used as colorless), four white (three used as colorless), and three green (all used as colorless) mana.

Use one blue mana, tap Waterfront Bouncer, and discard Reverent Mantra to return Fountain Watch to Little Char-

Fountain Watch was a problem as it kept you from getting rid of Intimidation and Arrest.

Return a tapped island to your hand to cast Tidal Bore. Untap Waterfront Bouncer.

The reason you use the alternate casting cost is you need cards in your hand to pitch to your spellshapers. You untap the Waterfront Bouncer because you need it to deal with one of Little Charlie's fliers.

Use one blue mana, tap Waterfront Bouncer, and discard an island to return Charmed Griffin to Little Charlie's hand.

Use one white mana to cast Charm Peddler. You can do this because Verdant Equinox is in play. Then respond to the casting of Charm Peddler by returning three tapped islands to your hand to Thwart it.

The reason for casting and countering your own spell is to add a card to your hand. You accomplish this by paying the alternate cost for Thwart. This returns three islands to your hand, gaining you one card in the process. This is important as you need cards to pitch to spellshapers.

Use one blue and one colorless mana to cast Hoodwink, returning Little Charlie's Intimidation to his hand.

You remove Intimidation to allow you to block one of Little Charlie's fliers with your Overtaker.

Use one white and one colorless mana, tap Devout Witness, and discard an island to destroy the Arrest on Little Charlie's Warmonger.

MSUVE

Peek if you must!

Use three blue mana to cast Charisma on Warmonger. You can do this because Verdant Equinox is in play.

Once you get your trick to work you only have Little Charlie's fliers left to worry about.

Use one blue mana, tap Balloon Peddler, and discard an island to give Overtaker flying until end of turn.

Overtaker is going to need to block a flier. Plus making it fly it will make Overtaker immune to the effect of the Warmonger.

Use two colorless mana to activate Warmonger. This does 1 damage to all non-flying creatures. Your Waterfront Bouncer and Deepwood Drummer are destroyed. You gain control of all Little Charlie's creatures that were damaged, removing all of them from combat. Little Charlie only has three flying creatures remaining: Battle Squadron, Two-Headed Dragon, and Ramosian Sky Marshal. You take 1 damage from Warmonger. Little Charlie does not, because his damage shield protects him from the damage. You are at 3 life.

Block Ramosian Sky Marshal with your Overtaker.

After blockers are declared but before damage is assigned, use one blue and three colorless mana, tap Overtaker, and discard a card to take control of Little Charlie's Two-Headed Dragon for the turn.

Allow Little Charlie to hit you with his Battle Squadron. As Little Charlie only has two creatures remaining under his control (Battle Squadron and Ramosian Sky Marshal), the Battle Squadron is only 2/2. You take 2 damage, dropping you to 1 life. YOU HAVE SURVIVED THE ATTACK.

Our solution to "Theme Weavers"

- 1. E-They all have the word "each" in their rules text.
- B—All are repeats with new names and creature types.
- 3. C-All have titles mentioned in their rules text.
- 4. A—All require a player to shuffle his or her library.
- 5. D—Sisay is featured in the art on each.
- F—Each is part of a five-card cycle.





got you! You missed! Did not! Did too! Del We keep it fair.

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·VAMPIRE

HE DUELIST ORACLE

SOURCE FOR MAGIC: THE GATHERING CARD TEXT



ORGANIZATION

The Duelist Oracle is divided by color and alphabetized within each color. The expansion(s) the card has appeared in is listed at the end of each entry, and an expansion key is on the bottom of every page. This is the most accurate wording-more recent than what's on the cards themselves.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within the Duelist Oracle. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

If you pay an additional & as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.

Buyback—ACTION

If you do ACTION as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution. (Some examples of ACTION include "pay X life," "sacrifice a creature," etc.)

You may pay & and discard this card from your hand to draw a card. Play this ability any time you could play an instant.

Echo

At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.

This creature may attack and @ the turn it comes under your control.

This creature is unblockable as long as defending player controls a LANDTYPE. (LANDTYPE is most often one of the basic land types.)

Shadow

This creature may block or be blocked by only creatures with shadow.

Walls

Walls cannot attack.

CLASSIC | URZA'S SAGA | URZA'S LEGACY | URZA'S DESTINY

DID YOU MISS US?

It's been a few months, but we're back! We feel great; thanks for asking. For those of you who just came in, let me explain what we're doing here today. The Duelist Oracle is a complete player's guide to Standard tournament play. What does that mean? It means that if you want to know what black cards you can play in a sanctioned Standard tournament after November 1, 1999, turn to the next page. You'll find every black card from the Classic set and all three Urza block sets. For the Mercadian Masques set, see page 58 to check out the card encyclopedia.

Beginning next month, we're switching gears again. TopDeck magazine #1 will feature a complete **Pokémon** player's quide and visual encyclopedia to the Fossil expansion. TopDeck #2 will have the complete Standard Oracle including Mercadian Masques. TopDeck #4 will be the complete player's guide to the Magic: The Gathering—Nemesis set, featuring a visual encyclopedia of the next Masques block expansion set.

Look to www.wizards.com/DCI/Oracle.asp for the latest Oracle text, and to future issues of TopDeck magazine for Oracle player's guides for Standard, Extended, and Classic tournament play.

— Michael Mikaelian

ARTIFACTS	
Aladdin's Ring Artifact	8
8, @: Aladdin's Ring deals 4 damage to target crea	ature or 3E-6E
Amber Prison Artifact	4
You may choose not to untap Amber Prison during you	
step. 4. ©: Tap target artifact, creature, or land. As Amber Prison is tapped, that permanent doesn't untap its controller's untap step.	
Angel's Trumpet	3
Attacking doesn't cause creatures to tap. At the end of	
player's turn, tap all untapped creatures that player condid not attack this turn. Angel's Trumpet deals to the pl	
damage equal to the number of creatures tapped this w Ankh of Mishra	ay. UL
Artifact	
Whenever a land comes into play, Ankh of Mishra dea damage to that land's controller.	IS 2 1E-6E
Ashnod's Altar	3
Artifact Sacrifice a creature: Add two colorless mana to your i	mana
pool. Aú,CH	,5E-6E
Barrin's Codex Artifact	4
At the beginning of your upkeep, you may put a page on Barrin's Codex. 4, \$\infty\$, Sacrifice Barrin's Codex: cards, where X is the number of page counters on Bar	Draw X
Codex.	US
Beast of Burden Artifact Creature	6
Beast of Burden's power and toughness are each equa	ol to the
total number of creatures in play. Bottle of Suleiman	UL 4
Artifact	
1), Sacrifice Bottle of Suleiman: Flip a coin. If you lo flip, Bottle of Suleiman deals 5 damage to you. If you	
flip, put a 5/5 Djinn artifact creature token with flying	into
Braidwood Cup	,3E-6E
Artifact	шп
©: You gain 1 life. Braidwood Sextant	UD
Artifact	rany for -
 Sacrifice Braidwood Sextant: Search your lib basic land card, reveal that card, and put it into your 	hand.
Then shuffle your library.	UD
Brass Secretary Artifact Creature	2/1
2 , Sacrifice Brass Secretary: Draw a card.	UD

Whenever a creature attacks, Caltrops deals 1 damage to it.UD

Cathodion	3
Artifact Creature	3/3
When Cathodion is put into a graveyard from play, add colorless mana to your mana pool.	US
Charcoal Diamond	2
Artifact	2
Charcoal Diamond comes into play tapped. ©: Add	s to
your mana pool.	MR.6E
Chimeric Staff	4
Artifact	
🗴 : Chimeric Staff becomes an artifact creature with	
and toughness each equal to X until end of turn.	US
Citanul Flute	5
Artifact Search your library for a creature card with	nonverted
mana cost no greater than X. Reveal that card and pu	
your hand. Then shuffle your library.	US
Claws of Gix	0
Artifact	
1), Sacrifice a permanent: You gain 1 life.	US
Copper Gnomes	2
Artifact Creature	1/1
4, Sacrifice Copper Gnomes: Put an artifact card fro	
hand into play.	US
Crawlspace Artifact	3
No more than two creatures may attack you each com	bat. UL
Crystal Chimes	3
Artifact	
3, 🔾, Sacrifice Crystal Chimes: Return all enchant	ment
cards from your graveyard to your hand.	US
Crystal Rod	1
Artifact	
Whenever a player plays a blue spell, you may pay do, you gain 1 life.	1E-6E
Cursed Totem	2
Artifact	2
Players can't play activated abilities of creatures.	MR.6E
Damping Engine	4
Artifact	
: D'Avenant Archer deals 1 damage to target attac	
blocking creature.	UL
Dancing Scimitar	4
Artifact Creature	1/5
A player who controls more permanents than any other play lands or artifact, creature, or enchantment spells	
player may sacrifice a permanent to ignore this effect	
	,3E-6E
Defense Grid	2
Artifact	
During each player's turn, spells played by another pl	
3 more.	UL
Dingus Egg Artifact	4
Whenever a land is put into a graveyard from play, Di	nnus Fnn
deals 2 damage to that land's controller.	1E-6E
	-

Disrupting Scepter	3
Artifact	19.
3, �: Target player discards a card from his or hi	er hand. 1E-6E
Dragon Blood	3
Artifact 3.	US
Dragon Engine	3
Artifact Creature	1/3
2 : Dragon Engine gets +1/+0 until end of turn. At Dragon Mask	1,3E-6E
Artifact	
 \$\circ\$ Target creature you control gets +2/+2 unturn. Return that creature to its owner's hand at end VI.6E 	
Endoskeleton Artifact	2
You may choose not to untap Endoskeleton during you	
step. 2, �: Target creature gets +0/+3 as long a Endoskeleton remains tapped.	IS US
Extruder	4
Artifact Creature Echo. Sacrifice an artifact: Put a +1/+1 counter on	4/3
creature.	UD
Fire Diamond	2
Artifact Fire Diamond comes into play tapped. ❖: Add ❷ to mana pool.	your MR.6E
Fluctuator	2
Artifact Cycling costs you up to 2 less to play. *See Banned &	Doctricted
p 99.	US
Flying Carpet	4
Artifact 2, \$\sigma\$: Target creature gains flying until end of turn. Al	N.3E-6E
Fodder Cannon	4
Artifact 4. \$\infty\$. Sacrifice a creature: Fodder Cannon deals 4	damage
to target creature.	UD
Fountain of Youth Artifact	0
	1,5E-6E
Glasses of Urza	1
©: Look at target player's hand.	1E-6E
Grafted Skullcap	4
At the beginning of your draw step, draw an additional	
the end of your turn, discard your hand. Grim Monolith	US 2
Artifact	
Grim Monolith doesn't untap during your untap phase three colorless mana to your mana pool. 4: Untap	
Monolith.	UL

THE DUELIST ORACLE PLAYER'S GUIDE

	THE DOLLIST	OKHCEL PEHILI	a doibe	
ı	Grinning Totem 4	Memory Jar 5	Ring of Gix 3	Throne of Bone
ı	Artifact 2. S. Sacrifice Grinning Totem: Search target opponent's	Artifact Sacrifice Memory Jar: Each player removes his or her	Artifact Echo. ①, ❖: Tap target artifact, creature, or land. UL	Artifact Whenever a player plays a black spell, you may pay 1. If you
8	library for a card and remove that card from the game. That	hand from the game, face down, and draws seven cards. At end	Rod of Ruin 4	do, you gain 1 life. 1E—6E
d	player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next	of turn, each player discards his or her hand and returns to his or her hand each card he or she removed from the game this	Artifact	Ticking Gnomes 3
a	upkeep, if you haven't played the card, put it into its owner's	way. *See Banned & Restricted, p99.	③, ❖: Rod of Ruin deals 1 damage to target creature or player. 1E-6E	Artifact Creature 3/3 Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 dam-
g	graveyard. MR,6E Hopping Automaton 3	Metalworker 3	Scrapheap 3	age to target creature or player.
	Hopping Automaton Artifact Creature 2/2	Artifact Creature 1/2 • Reveal any number of artifact cards in your hand. Add two	Artifact Whenever an artifact or enchantment is put into your graveyard	Umbilicus 4 Artifact
	O: Hopping Automaton gets -1/-1 and gains flying until end	colorless mana to your mana pool for each card revealed this	from play, you gain 1 life.	At the beginning of each player's upkeep, that player returns a
B	of turn. US Howling Mine 2	Way. UD Metrognome 4	Scrying Glass 2	permanent he or she controls to its owner's hand unless he or she pays 2 life.
g.	Artifact	Artifact	Artifact 3. ©: Choose a number greater than 0 and a color. Target	Urza's Armor 6
ij	At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card. 1E-6E	When a spell or ability an opponent controls causes you to dis- card Metrognome, put four 1/1 Gnome artifact creature tokens	opponent reveals his or her hand. If that opponent reveals	Artifact
B	Iron Maiden 3	into play. 4, ©: Put a 1/1 Gnome artifact creature token	exactly the chosen number of cards of the chosen color, you draw a card.	Each time a source would deal damage to you, it deals that much damage minus 1 instead.
ø	Artifact At the beginning of each of your opponents' upkeeps, Iron	into play. US Millstone 2	Skull Catapult 4	Urza's Blueprints 6
	Maiden deals 1 damage to that player for each card more than	Artifact	Artifact O, Sacrifice a creature: Skull Catapult deals 2 damage to	Artifact Echo. ❖: Draw a card.
	four in his or her hand.	 Q. Q: Put the top two cards of target player's library into his or her graveyard. AQ.3E-6E	target creature or player. IA,5E-6E	Urza's Incubator 3
	Iron Star Artifact	Mishra's Helix	Sky Diamond 2 Artifact	Artifact As Urza's Incubator comes into play, choose a creature type.
B	Whenever a player plays a red spell, you may pay ①. If you	Artifact	Sky Diamond comes into play tapped. 🗭: Add 🐞 to your	Creature spells of the chosen type cost 2 less to play.
	do, you gain 1 life. 1E-6E lvory Cup	⊗, ⋄: Tap X target lands. US Mobile Fort 4	mana pool. MR,6E	Voltaic Key
	Artifact	Artifact Creature 0/6	Smokestack 4 Artifact	Artifact 1. S: Untap target artifact. •See Banned & Restricted, p99. US
	Whenever a player plays a white spell, you may pay ①. If you do, you gain 1 life. 1E-6E	3: Mobile Fort gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once	At the beginning of your upkeep, you may put a soot counter on	Wall of Junk 2
	Jade Monolith 4	each turn. US	Smokestack. At the beginning of each player's upkeep, that player sacrifices a permanent for each soot counter on	Artifact Creature 0/7 Whenever Wall of Junk blocks, return it to its owner's hand at
1	Artifact The part time a source of your choice would deal damage	Moss Diamond 2 Artifact	Smokestack. US	end of combat. US
	1): The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to	Moss Diamond comes into play tapped. ❖: Add ◆ to your	Snake Basket 4	Wand of Denial 2
	you instead. 1E-6E	mana pool. MR,6E	🖎, Sacrifice Snake Basket: Put X 1/1 green Cobra creature	: Look at the top card of target player's library. If it's a non-
H	Jalum Tome 3	Mystic Compass 2 Artifact	tokens into play. Play this ability only if you could play a sor- cery. VI,6E	land card, you may pay 2 life. If you do, put it into that player's graveyard.
S	 ② → Draw a card, then discard a card from your hand. AQ,CH,5E-6E 	1), �: Target land becomes a basic land type of your choice until end of turn. AL,6E	Soul Net	Wheel of Torture
8	Jayemdae Tome 4	Noetic Scales 4	Artifact Whenever a creature is put into a graveyard from play, you may	Artifact At the beginning of each of your opponents' upkeeps, Wheel of
E	Artifact 4. ©: Draw a card. 1E-6E	Artifact At the beginning of each player's upkeep, return to its owner's	pay ①. If you do, you gain 1 life. 1E-6E	Torture deals 1 damage to that player for each card fewer than
	Jhoira's Toolbox 2	hand each creature that player controls with power greater than	Storage Matrix Artifact	three in his or her hand. Whetstone 3
	Artifact Creature 1/1 2 : Regenerate target artifact creature. UL	the number of cards in his or her hand. Obsianus Golem 6	As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her	Artifact
	Junk Diver	Artifact Creature — Golem 4/6	untap step, that player chooses artifacts, creatures, or lands.	3 : Each player puts the top two cards of his or her library into his or her graveyard.
百	Artifact Creature 1/1	Ornithonter 0	Permanents other than those of the chosen type don't untap this untap step.	Wirecat 4
	Flying. When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your	Artifact Creature 0/2	Storm Cauldron 5	Artifact Creature 4/3 Wirecat can't attack or block if an enchantment is in play. US
8	hand. UD Karn, Silver Golem 5	Flying. AQ,3E-6E Patagia Golem 4	Artifact Each player may play an additional land during each of his or	Wooden Sphere
	Artifact Creature - Golem Legend 4/4	Artifact Creature — Golem 2/3	her turns. Whenever a land is tapped for mana, return it to its	Artifact Whenever a player plays a green spell, you may pay ①. If you
ø	Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn. ① : Target noncreature artifact	3 : Patagia Golem gains flying until end of turn. MR,6E Pentagram of the Ages 4	owner's hand. AL,6E Teferi's Puzzle Box 4	do, you gain 1 life. 1E-6E
	becomes an artifact creature with power and toughness each	Artifact	Artifact	Worn Powerstone 3
	equal to its converted mana cost until end of turn. (That artifact retains its abilities.)	4. ©: The next time a source of your choice would deal damage to you this turn, prevent that damage. IA,5E-6E	At the beginning of each player's draw step, that player puts his or her hand on the bottom of his or her library in any	Worn Powerstone comes into play tapped. <code-block>: Add two color-</code-block>
Ų,	Lead Golem 5	Phyrexian Colossus	order, then draws that many cards.	less mana to your mana pool. US
Ø,	Artifact Creature — Golem 3/5 Whenever Lead Golem attacks, it doesn't untap during its con-	Artifact Creature 8/8 Phyrexian Colossus doesn't untap during your untap step. Pay 8	Temporal Aperture 2 Artilact	RIACK
	troller's next untap step. MR,6E	life: Untap Phyrexian Colossus. Phyrexian Colossus can't be	5, ©: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you	DLAGI
ı	Lifeline Artifact	blocked except by three or more creatures. Phyrexian Processor 4	may play the card as though it were in your hand without pay-	Abyssal Horror Creature - Horror 2/2
	Whenever a creature is put into a graveyard and another crea- ture is in play, return the first creature from that graveyard to	Artifact	ing its mana cost. If the spell has $ \otimes $ in its mana cost, $ {\rm X} $ is $ 0. $	Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand.
	play under its owner's control at end of turn.	As Phyrexian Processor comes into play, pay any amount of life. 4. <code-block>: Put a black Minion creature token into play. Its</code-block>	The Hive 5	Abyssal Hunter 3
	Lotus Blossom 2 Artifact	power and toughness are each equal to the amount of life paid.	Artifact 5. ©: Put a 1/1 Wasp artifact creature token with flying into	Creature — Minion 1/1 • • • Tap target creature. Abyssal Hunter deals damage
7	At the beginning of your upkeep, you may put a petal counter	Phyrexian Vault	play. 1E-6E	equal to its power to that creature.
8	on Lotus Blossom. �, Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of	Artifact ②, ③, Sacrifice a creature: Draw a card. MR,6E	Thran Dynamo 4 Artifact	Abyssal Specter 2 9 9 9 Creature - Specter 2/3
B	petal counters on Lotus Blossom.	Pit Trap	❖: Add three colorless mana to your mana pool.	Flying. Whenever Abyssal Specter deals damage to a player,
ø	Mana Prism 3 Artifact	Artifact 2. \$\infty\$. Sacrifice Pit Trap: Destroy target attacking creature	Thran Foundry Artifact	that player discards a card from his or her hand. IA,5E-6E Agonizing Memories 2 2 2
ä	③: Add one colorless mana to your mana pool. ①, ③: Add	without flying. It can't be regenerated.	1), 🕏, Remove Thran Foundry from the game: Target player	Sorcery
8	one mana of any color to your mana pool. MR,6E Mantis Engine 5	Powder Keg 2	shuffles his or her graveyard into his or her library. UD Thran Golem 5	Look at target player's hand and choose two cards from it. Put those cards on top of that player's library in any order.WL.6E
	Artifact Creature 3/3	Artifact At the beginning of your upkeep, you may put a fuse counter on	Artifact Creature — Golem 3/3	Apprentice Necromancer
B	2 : Mantis Engine gains flying until end of turn. 2 : Mantis Engine gains first strike until end of turn. UD	Powder Keg. 📀, Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of	As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample.	Creature — Wizard 1/1 S. Sacrifice Apprentice Necromancer: Return target crea-
	Marble Diamond 2	fuse counters on Powder Keg.	Thran Lens 2	ture card from your graveyard to play. That creature gains
	Artifact Marble Diamond comes into play tapped. ❖: Add ☀ to your	Primal Clay Artifact Creature */*	Artifact All permanents are colorless.	haste. At end of turn, sacrifice it.
8	mana pool. MR,6E	Primal Clay comes into play as your choice of a 3/3 artifact	Thran Turbine	Sorcery
	Masticore 4 Artifact Creature 4/4	creature, a 2/2 artifact creature with flying, or a 1/6 Wall artifact creature. AD, 3E-6E	Artifact At the beginning of your upkeep, you may add up to two color-	Put target creature card from an opponent's graveyard into play under your control. MR.SE
	At the beginning of your upkeep, you may discard a card from	Purging Scythe 5	less mana to your mana pool. This mana can't be spent to play	Attrition
	your hand. If you don't, sacrifice Masticore. ②: Masticore deals 1 damage to target creature. ②: Regenerate Masticore.	Artifact At the beginning of your upkeep, Purging Scythe deals 2 dam-	spells. US Thran War Machine 4	Enchantment Sacrifice a creature: Destroy target nonblack creature.
10	UD Masketane	age to the creature with the least toughness. If two or more	Artifact Creature 4/5	Befoul 2 • •
1	Meekstone 1	creatures are tied for least toughness, you choose one. Ouicksilver Amulet	Echo. Thran War Machine attacks each turn if able. UL Thran Weaponry 4	Sorcery Destroy target land or nonblack creature. A creature destroyed
	Creatures with power 3 or greater don't untap during their con- trollers' untap steps. 1E-6E	Artifact	Artifact	this way can't be regenerated.
	,E-0E	4, ©: Put a creature card from your hand into play.	Echo. You may choose not to untap Thran Weaponry during your untap phase. ②, ❖: All creatures get +2/+2 as long as	
			Thran Weaponry remains tapped.	

Bereavement	10	Darkest Hour
Enchantment Whenever a green creature is put into a gr	avevard from nlav	Enchantment All creatures are black.
its controller discards a card from his or h		
Blight	8.0	Creature — Thrull
Enchant Land When enchanted land becomes tapped, des	troy it. LE.4E-6E	Your black spells cost more to play. Despondency
Blighted Shaman	0.0	Enchant Creature
Creature — Wizard Sacrifice a swamp: Target creature get	1/1 te +1/+1 until and	Enchanted creature gets -2/-0. When Despoi
of turn. S. Sacrifice a creature: Target cre	eature gets $+2/+2$	graveyard from play, return Despondency to Diabolic Servitude
until end of turn.	MR,6E	Enchantment
Blood Pet Creature — Thrull	1/1	When Diabolic Servitude comes into play, record from your prevented to play. When the
Sacrifice Blood Pet: Add 🏶 to your mana		card from your graveyard to play. When the is put into a graveyard, remove that creatu
Blood Vassal	20	and return Diabolic Servitude to its owner's
Creature — Thrull Sacrifice Blood Vassal: Add 🍲 🍲 to your	mana pool. US	Diabolic Servitude leaves play, remove the from the game.
Body Snatcher	2 9 9	Discordant Dirge
Creature — Minion	2/2	Enchantment
When Body Snatcher comes into play, you r ture card from your hand. If you don't, remo		At the beginning of your upkeep, you may p on Discordant Dirge. Sacrifice Discorda
from the game. When Body Snatcher is put	into a graveyard	target opponent's hand and choose up to X
from play, remove Body Snatcher from the particular target creature card from your graveyard to		where X is the number of verse counters of That player discards those cards.
Bog Imp	piay.	Disease Carriers
Creature — Imp	1/1	Creature — Rat
Flying.	DK,4E-6E,P1	When Disease Carriers is put into a gravey creature gets -2/-2 until end of turn.
Bog Raiders Creature – Zombie	2/2	- Jenne gere Lr L until dilu di tutil.
Swampwalk.	US	
Bog Rats		
Creature — Rat Bog Rats can't be blocked by Walls.	1/1 DK,CH,5E-6E	S.E.
Bog Wraith	3 €	4
Creature – Wraith	3/3	FEATUR
Swampwalk. Bone Shredder	1E-6E,P1	V VA
Creature – Minion	2 2	LI PORTO
Flying, echo. When Bone Shredder comes in	to play, destroy tar-	山
get nonartifact, nonblack creature. Breach	UL	4
Instant	2.	IRE
Target creature gets +2/+0 until end of tur		532/1/4
can't be blocked this turn except by artifact black creatures.	creatures and/or	HER
Brink of Madness	200	4-0
Enchantment		Ш
At the beginning of your upkeep, if you have no ca Brink of Madness to have target opponent discan		
Bubbling Muck	•	Line Line
Sorcery		Cataran F. C.
Until end of turn, whenever a player taps a produces an additional .	swamp for mana, it	Cateran Enforce
Cackling Fiend	200	Height: 9'tall
Creature — Zombie	2/1	Weight: 400 lbs.
When Cackling Fiend comes into play, each a card from his or her hand.	opponent discards US	Home Plane: Unknown, first see
Carnival of Souls	10	Details: The Enforcer is the chie
Enchantment	en 1 life and add	and life-taker for the Cateran gu
Whenever a creature comes into play, you logo to your mana pool.	UD UD	around bully, it is said the Enfor
Carrion Beetles		arms so that it can maim and re
Creature — Insect 2 © , �: Remove up to three target card:	1/1	same time.
ard from the game.	s in a single grave- US	
Chime of Night	10	Doomsday
nchant Creature	SE SET DESIGN	Sorcery
When Chime of Night is put into a graveyard arget nonblack creature.	from play, destroy	Search your library and graveyard for any five the rest from the game. Put the chosen cards
Coercion	2 2	library in any order. You lose half your life, rou
Sorcery		Dread of Night
ook at target opponent's hand and choose a player discards that card.	vi.TE.6E.P2	Enchantment White creatures get -1/-1.
Contamination	2 2	Drudge Skeletons
inchantment	10 to	Creature — Skeleton
Vhenever a land is tapped for mana, it prod Is normal type and amount. At the beginning		: Regenerate Drudge Skeletons.
acrifice Contamination unless you sacrifice	a creature. US	Dry Spell Sorcery
Corrupt	5 👁	Dry Spell deals 1 damage to each creature a
forcery Corrupt deals to target creature or player da	mane enual to the	
umber of swamps you control. You gain life		Duress Sorcery
ge dealt this way.	US	Look at target opponent's hand and choose a
Crazed Skirge Creature – Imp	3 😨	land card from it. That player discards that i
lying, haste.	2/2 US	Dying Wail
Dark Hatchling	400	Enchant Creature When enchanted creature is put into a grave
creature — Horror lying. When Dark Hatchling comes into play	3/3	target player discards two cards from his or
onblack creature. It can't be regenerated.	, destroy target	Eastern Paladin
Dark Ritual		Creature — Knight → → . Destroy target green creature.
		and a second second or out of the second or out of
nstant dd 🍲 👁 👁 to your mana pool.	US	

Darkest Hour	
Enchantment	
All creatures are black.	US
Derelor	. 3 4
Creature — Thrull	4/4
Your black spells cost 🏶 more to play.	FE,5E-6E
Despondency	0.0
Enchant Creature	
Enchanted creature gets -2/-0. When Desponde	ency is put into a
graveyard from play, return Despondency to its	owner's hand. US
Diabolic Servitude	3 2
Enchantment	
When Diabolic Servitude comes into play, retu	ırn target creature
card from your graveyard to play. When the re	eturned creature
is put into a graveyard, remove that creature	from the game
and return Diabolic Servitude to its owner's h	
Diabolic Servitude leaves play, remove the rel from the game.	turned creature
Discordant Dirge	3 2 2
At the beginning of your upkeep, you may put	a uarea counter
on Discordant Dirge. Sacrifice Discordant	
target opponent's hand and choose up to X ca	
where X is the number of verse counters on I	Discordant Nime
That player discards those cards.	US
Disease Carriers	200
Creature — Rat	2/2
When Disease Carriers is put into a graveyard	
creature gets -2/-2 until end of turn.	UD

	Encroach	•
	Sorcery	
	Look at target player's hand and choose a non	
	from it. That player discards that card.	UD
	Enfeeblement	44
	Enchant Creature Enchanted creature gets -2/-2.	MDTFOF
		MR,TE,6E
	Engineered Plague Enchantment	2 9
	As Engineered Plague comes into play, choose	a creature tune
	All creatures of the chosen type get -1/-1.	a Greature type.
	Eradicate	200
	Sorcery	244
	Remove target nonblack creature from the gam	e. Search its
	controller's graveyard, hand, and library for all	copies of that
	card and remove them from the game. That pla	
	fles his or her library.	UD
	Evil Eye of Orms-by-Gore	4 2
	Creature — Horror	3/6
	Evil Eye of Orms-by-Gore can't be blocked exce Except for creatures named Evil Eye of Orms-by	
	you control can't attack.	LE.5E-6E
	Eviscerator	-
	Creature — Horror	3 🕏 🕏
	Protection from white. When Eviscerator comes	into play you
	lose 5 life.	UL.
	Exhume	0.0
	Sorcery	
	Each player puts a creature card from his or he	er graveyard into
	play.	US
	THE RESERVE OF THE PERSON OF T	SCHOOL SECTION
ı		8/6/10



Forbidden Crypt



Cateran Enforcer

Home Plane: Unknown, first seen on Mercadia

Details: The Enforcer is the chief lea-breaker

and life-taker for the Cateran guild. An all-

around bully, it is said the Enforcer has four

100	Greature - Angel	3
	Flying. Sacrifice a creature: Fallen Angel gets +2/	+1 until
	of turn.	,CH,5E,
	Fatal Blow	
	Instant	
	Destroy target creature that was dealt damage this	turn. It
SA	can't be regenerated.	WL,
	Fear	
,6E	Enchant Creature	
4	Enchanted creature can't be blocked except by arti	
	tures and/or black creatures.	IA,1E-
,6E	Feast of the Unicorn	3
4	Enchant Creature	
1/1	Enchanted creature gets +4/+0.	HL,
-6E	Feral Shadow	2
	Creature — Night Stalker	2
	Flying.	MR,6E,F
	Festering Wound	100
P1	Enchant Creature	
4	At the beginning of your upkeep, you may put an in	fection
	counter on Festering Wound. At the beginning of th	upkeep
non-	enchanted creature's controller, Festering Wound de	
US	age to that player, where X is the number of infecti on Festering Wound.	on counte
4		U
	Flesh Reaver	04
	Creature — Horror	4
UD	Whenever Flesh Reaver deals damage to a creature nent, Flesh Reaver deals that much damage to you.	or oppo-
4		
3/3	Fog of Gnats Creature – Insect	20
US	Flying. : Regenerate Fog of Gnats.	1/ U
	riying. W. negenerate rug ur bilats.	U

Expunge

can't be regenerated.

Cycling 2. Destroy target nonartifact, nonblack creature. It

HL-Homelands AL-Alliances MR-Mirage

VI-Visions WL-Weatherlight TE-Tempest

SH-Stronghold EX-Exadus US-Urza's Saga UL-Urza's Legacy

Black-Common Silver-Uncommon Gold-Rare

Flying. Nightmare's power and toughness are each equal to the

only if Necrosavant is in your graveyard.

Nightmare

Creature - Nightmare

number of swamps you control.

US

UL

00

VI,8E

5 0

THE DUELIST ORACLE PLAYER'S GUIDE

Nightshade Seer	3 0	Priest of Gix		
Greature — Wizard 2 �, �: Reveal any number of black cards in y	1/1	Creature — Minion 2/1 When Priest of Gix comes into play, if you played it from your	Sorcery	Enchantment
arget creature gets -X/-X until end of turn, where	X is the	hand, add to so to your mana pool.	Target player loses 4 life and you gain 4 life. Spined Fluke	
umber of cards revealed this way.	UD		Creature - Horror 5/	
lo Mercy achantment	299	Creature — Snake 3/2	When Spined Fluke comes into play, sacrifice a creature.	Enchantment
henever a creature deals damage to you, destroy	it. UL	Rag Man VI,6E,P1	👁: Regenerate Spined Fluke. U:	mental an abbanant hinle a mune about more hinle
o Rest for the Wicked	10	Rag Man 2/1		**
chantment		● ● ●. ◆: Look at target opponent's hand. That player	Squirming Mass can't be blocked except by artifact creatures	Sorcery Sorcery
crifice No Rest for the Wicked: Return to your ha re cards put into your graveyard from play since t	ind all crea-	discards a creature card at random from it. Play this ability	and/or black creatures.	Until end of turn, you may play cards in your graveyard
ng of the turn.	US US	only during your turn. DK,4E-6E Rain of Filth	Octanias of reight	they were in your hand. If a card would be put into you
ppression	199	Instant	Enchantment Description Agents of the Security of the Securit	yard this turn, remove that card from the game instead Zombie Master
chantment		Until end of turn, lands you control gain "Sacrifice this land:	card from your graveyard to play. WL,61	
henever a player plays a spell, that player discard om his or her hand.	ds a card US	Add 🏖 to your mana pool."	Ottolligatu Gabai	
rder of Yawgmoth	200	Raise Dead Sorcery	Creature - Knight 2/3	
eature — Knight	2/2	Return target creature card from your graveyard to your hand.	©, Pay 1 life: Counter target white spell. IA,5E-61 Stupor	
der of Yawgmoth can't be blocked except by artifact		1E-6E,P1	Sorcery	BLUE
d black creatures. Whenever Order of Yawgmoth dea a player, that player discards a card from his or her		Rank and File Creature - Zombie 2 3/3	Target opponent discards a card at random from his or her	Abduction
stracize	•	Creature — Zombie 3/3 When Rank and File comes into play, all green creatures get -	hand, then chooses and discards a card from his or her hand. MR.68	Enchant Creature
rcery		1/-1 until end of turn.	Subversion 3 2 3	When Adduction comes into play, untap enchanted cr
ok at target opponent's hand and choose a creatu m it. That player discards that card.		Rapid Decay	Enchantment	You control enchanted creature. When enchanted cre put into a graveyard, return that creature to play und
ainful Memories	UL	Instant	At the beginning of your upkeep, each opponent loses 1 life.	owner's control.
rcery	19	Cycling 2. Remove from the game up to three target cards in a single graveyard.	You gain life equal to the life lost this way.	Academy Researchers
ok at target opponent's hand and choose a card f		Ravenous Rats	Swat Instant	Creature – Wizard
it card on top of that player's library.	MR,6E	Creature - Rat 1/1	Cycling 2. Destroy target creature with nower 2 or less III	When Academy Researchers comes into play, you ma enchant creature card from your hand into play ench
arasitic Bond chant Creature	3 4	When Ravenous Rats comes into play, target opponent discards	Syphon Soul 2 2	chichant creature card from your fially filth play effett
chant Greature the beginning of the upkeep of enchanted creatur	re's con-	a card from his or her hand. UD Ravenous Skirge 2 **	Sorcery	Air Elemental
ller, Parasitic Bond deals 2 damage to that player	r. US	Ravenous Skirge Creature - Imp 1/1	Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way. LE.GE	^e Creature — Elemental
erish	29	Flying. Whenever Ravenous Skirge attacks, it gets +2/+0 until	equal to the damage dealt this way. LE,6E Tainted Æther	Trying.
cery	nd TE of	end of turn. US	Enchantment	Comers Comers
stroy all green creatures. They can't be regeneratersecute	2 0 0	Razortooth Rats Creature - Rat 2 9	Whenever a creature comes into play, its controller sacrifices	Look at the top seven cards of your library and nut tw
reery	5.8.8	Greature — Rat 2/1 Razortooth Rats can't be blocked except by artifact creatures	creature or land.	into your hand. Put the rest into your graveyard.
pose a color, then look at target player's hand. The	hat player	and/or black creatures. WL,6E	Terror Instant	Annul
cards all cards of the chosen color from his or h		Reclusive Wight	Destroy target nonartifact, nonblack creature. It can't be regen-	Instant Country target artifact or eachestment coell
estilence hantment	299	Creature — Minion 4/4	erated. 1E-6E	
mantment end of turn, if there are no creatures in play, sac	rifice	At the beginning of your upkeep, if you control another nonland permanent, sacrifice Reclusive Wight.	Tethered Skirge 2 ♥	Creature — Shaneshifter
stilence. 👁: Pestilence deals 1 damage to each	creature	Reprocess US	Greature - Imp 2/2 Flying Whanever Tethored Skirne becomes the terret of a seel	Anthroplasm comes into play with two +1/+1 country
l each player.	US	Sorcery	Flying. Whenever Tethered Skirge becomes the target of a spel or ability, you lose 1 life.	🛪, 👁: Remove all +1/+1 counters from Anthropia
	100	Sacrifice any number of artifacts, creatures, and/or lands and	Treacherous Link	put x +1/+1 counters on it
ature — Minion , Sacrifice a creature: Put a +1/+1 counter on F	2/2 Phyrevian	draw a card for each permanent sacrificed this way.	Enchant Creature	Arcane Laboratory Enchantment
odlings.	UL	Sanguine Guard Creature - Knight 2/2	All damage that would be dealt to enchanted creature is dealt	Each player can't play more than one spell each turn
yrexian Debaser	3 9	Greature — Knight 2/2 First strike. 1 👁: Regenerate Sanguine Guard. US	to its controller instead. Twisted Experiment	Archivist
ature — Carrier On A Sacrifica Phyroxian Dahacar, Tarnet cross	2/2	Scathe Zombies 2 9	Enchant Creature	Oleganie Mizain
ing. �, Sacrifice Phyrexian Debaser: Target crea -2 until end of turn.	ture gets UL	Creature — Zombie 2/2	Enchanted creature gets +3/-1.	©: Draw a card. Attunement
nyrexian Defiler	200	Scent of Nightshado	Unearth	Enchantment
eature — Carrier	3/3	Scent of Nightshade	Sorcery Cycling 2. Return target creature card with converted mana	Return Attunement to its owner's hand: Draw three ca
, Sacrifice Phyrexian Defiler: Target creature gets il end of turn.		Reveal any number of black cards in your hand. Target creature	cost 3 or less from your graveyard to play.	discard four cards from your hand.
yrexian Denouncer	UL	gets -X/-X until end of turn, where X is the number of cards	Unnerve 3 ®	Aura Flux Enchantment
ature – Carrier	1/1	revealed this way. UD	Sorcery	All other enchantments have "At the beginning of you
, Sacrifice Phyrexian Denouncer: Target creature	gets -1/-1	Sengir Autocrat Creature – Minion 2/2	Each opponent discards two cards from his or her hand. US	sacrifice this enchantment unless you pay 2 ."
l end of turn.	UL	When Sengir Autocrat comes into play, put three black 0/1 Serf	Unworthy Dead Creature – Skeleton 1/1	Aura Thief
yrexian Ghoul ature – Zombie	2 9	creature tokens into play. When Sengir Autocrat leaves play,	Greature — Skeleton 1/1 P: Regenerate Unworthy Dead. US	Oreature Illusion
ature — zomole rifice a creature: Phyrexian Ghoul gets +2/+2 unl	2/2 til end of	remove all Serf tokens from play. HL,5E-6E	Vampiric Embrace 2 9 9	Flying. When Aura Thief is put into a graveyard from pain control of all enchantments. (You don't get to m
S CAN SHIP PRINTS IN N. A. MAN	US	Sick and Tired	Enchant Creature	enchantments.)
yrexian Monitor	3 4	Two target creatures each get -1/-1 until end of turn. UL	Enchanted creature gets +2/+2 and has flying. Whenever a creature dealt damage by enchanted creature this turn is put into a	Back to Basics
ature — Skeleton Regenerate Phyrexian Monitor.	2/2	Sicken	graveyard, put a +1/+1 counter on enchanted creature. US	Enchantment Naghasin lands don't unten during their controllers' u
yrexian Negator	UD	Enchant Creature	Vampiric Tutor	Nonbasic lands don't untap during their controllers' u steps.
iture – Horror	2 \$	Cycling 2. Enchanted creature gets -1/-1. US	Instant	Rarrin Master Wizard
nple. Whenever Phyrexian Negator is dealt damag	je, sacri-	Skirge Familiar Creature – Imp 3/2	Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.	Creature — Legend
a permanent for each 1 damage dealt to it.	UD	Flying. Discard a card from your hand: Add 🏖 to your mana	that card on top of it. You lose 2 life. Vebulid VI,6E	2, Sacrifice a permanent: Return target creature to
yrexian Plaguelord ature – Carrier	3 9 9	pool. US	Creature — Horror 0/0	owner's hand. Blizzard Elemental
Sacrifice Phyrexian Plaguelord: Target creature g	4/4 lets -4/-4	Skittering Horror	Vebulid comes into play with a +1/+1 counter on it. At the begin-	Creature – Elemental
I end of turn. Sacrifice a creature: Target creature	e gets -1/-	Creature — Horror 4/3 When you play a creature spell, sacrifice Skittering Horror, UD	ning of your upkeep, you may put a +1/+1 counter on Vebulid. When Vebulid attacks or blocks, destroy it at end of combat. US	Flying. 3 6: Untap Blizzard Elemental.
ntil end of turn.	UL	Skittering Skirge	Wallantan	Boomerang
yrexian Reclamation		Greature - Imp 3/2	Sorcery 2 ®	Instant Return ternet normanest to its owner's band LE MD CN
anument 🗫, Pay 2 life: Return target creature card from y	OUL ULANS-	Flying. When you play a creature spell, sacrifice Skittering	As an additional cost to play Victimize, sacrifice a creature. Put two	Return target permanent to its owner's hand. LE,MR,CH Bouncing Beebles
to your hand.	UL.	Skirge. US	target creature cards from your graveyard into play tapped. US	Creature - Beeble
ague Beetle		Sleeper Agent Creature – Minion 3/3	Vile Requiem 2 2 2	Bouncing Beebles is unblockable as long as defending
ature - Insect	1/1	When Sleeper Agent comes into play, target opponent gains	At the beginning of your upkeep, you may put a verse counter	controls an artifact.
mpwalk.	UL	control of it. At the beginning of your upkeep, Sleeper Agent	on Vile Requiem. 1 👁, Sacrifice Vile Requiem: Destroy up to	Brine Seer
ague Dogs ature – Hound	3/3	deals 2 damage to you.	X target nonblack creatures, where X is the number of verse	Creature — Wizard 2 ♠, ❖: Reveal any number of blue cards in your
n Plague Dogs is put into a graveyard from play.	all crea-	Sleeper's Guile	counters on Vile Requiem. They can't be regenerated. US	Counter target spell unless its controller pays 1 for ea
s get -1/-1 until end of turn. 2, Sacrifice Plagu	e Dogs:	Enchanted creature can't be blocked except by artifact creatures	Western Paladin Creature - Knight 2 3/3	revealed this way.
	UD	and/or black creatures. When Sleeper's Guile is put into a grave-	◆ ◆ . ○: Destroy target white creature.	Browse
w a card.		and or study distance. When disciple a dulie is put little a mark		
w a card. anar Void		yard from play, return Sleeper's Guile to its owner's hand. UL	Witch Engine 5 @	Enchantment
w a card.	card from	yard from play, return Sleeper's Guile to its owner's hand. UL Slinking Skirge Creature — Imp 2/1	WELL F.	Enchantment 2 6 : Look at the top five cards of your library ar one of them into your hand. Remove the rest from the

Bubbling Beebles 4 6 Creature – Beeble 3/3	Flash
Bubbling Beebles is unblockable as long as defending player controls an enchantment.	Choose a creature card in your hand. You may pay its cost reduced by up to ②. If you do, put that creature
Catalog 2 6 Instant	play. If you don't, put that creature card into your gra
Draw two cards, then discard a card from your hand. US	Fledgling Osprey Creature – Bird
Chill Tenchantment	Fledgling Osprey has flying as long as it's enchanted.
Red spells cost 2 more to play. TE,6E Cloak of Mists	Fleeting Image Creature – Illusion
Enchant Creature	Flying. 1 : Return Fleeting Image to its owner's h
Enchanted creature is unblockable. Cloud of Faeries US	Flight Enchant Creature
Creature — Faerie 1/1 Cycling 2. Flying. When Cloud of Faeries comes into play, if	Enchanted creature has flying. Fog Bank
you played it from your hand, untap up to two lands. UL	Creature - Wall
Confiscate Enchant Permanent	Flying. Prevent all combat damage that would be deal dealt by Fog Bank.
You control enchanted permanent. US Coral Merfolk	1000
Creature - Merfolk 2/1	Wild Jhovall
Counterspell US	Height: variable; 5' to 12' long
Instant Counter target spell. IA.TE.1E-4E.5E-6E	Weight: variable; 200-500 lbs.
Curfew	Home Plane: Mercadia Details: Found all over the plane of
Instant Each player returns a creature he or she controls to its	Mercadia, six-legged jhovall cats can l
owner's hand.	trained as war chargers, draught anima
Daring Apprentice Creature – Wizard 1/1	and household guardians. All jhovalls
©, Sacrifice Daring Apprentice: Counter target spell. MR,6E Deflection 3 0	extremely dangerous. Quick, strong, an clever hunters, they feed on anything t
Instant	can catch and bring down.
Target spell with a single target targets another target instead. IA,5E-6E	
Delusions of Mediocrity Enchantment	
When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.	1111
Desertion 3 0 0	
Instant Counter target spell. If it's an artifact or creature card, put it	
into play under your control instead of into its owner's grave- yard. VI,6E	ADA S
Diminishing Returns 2 6 6	CO MAN TO THE
Each player shuffles his or her hand and graveyard into his or	S S A C S
her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards. AL,6E	
Disappear 2 6 6 Enchant Creature	For Flowerful
 Return enchanted creature and Disappear to their owners' hands. 	Fog Elemental Creature – Elemental
Disruptive Student 2 •	Flying. When Fog Elemental attacks or blocks, sacrific end of combat.
Creature — Wizard 1/1 ©: Counter target spell unless its controller pays 1. US	Forget
Donate Sorcery 2 6	Sorcery Target player discards two cards from his or her hand, t
Target player gains control of target permanent you control.	as many cards as he or she discarded this way. HL Frantic Search
Douse UD	Instant
Enchantment © 6: Counter target red spell. US	Draw two cards, then discard two cards from your han up to three lands.
Dream Cache 2 6	Gaseous Form Enchant Creature
Sorcery Draw three cards, then put two cards from your hand both on	Prevent all combat damage that would be dealt to and
top of your library or both on the bottom of your library. MR.TE.6E	Gilded Drake
Drifting Djinn 4 0 0	Creature — Drake Flying. When Gilded Drake comes into play, exchange
Creature — Djinn 5/5 Cycling ②. Flying. At the beginning of your upkeep, sacrifice	Gilded Drake for target creature an opponent controls.
Orifting Djinn unless you pay 1 6. US	can't, sacrifice Gilded Drake. Glacial Wall
Instant	Creature — Wall
Move target enchantment from one creature to another or from one land to another. (The new target must be legal.)	Great Whale
Energy Field 1 & Enchantment	Creature — Whale When Great Whale comes into play, if you played it fn hand, untap up to seven lands.
Prevent all damage that would be dealt to you by sources you don't control. When a card is put into your graveyard, sacrifice	Harmattan Efreet
Energy Field. US	Creature — Efreet Flying. 10 & 6: Target creature gains flying until er
Exhaustion 2 6 Sorcery	
Creatures and lands target opponent controls don't untap during his or her next untap step. US,P1-P2	Hermetic Study Enchant Creature
Fatigue	Enchanted creature has "\$\infty\$: This creature deals 1 di target creature or player."
Sorcery	Hibernation
Target player skips his or her next draw step. UD	Instant

Flash Instant	0.0
Choose a creature card in your hand. You may pay its cost reduced by up to ② . If you do, put that creature play. If you don't, put that creature card into your graw	into eyard.
Fledgling Osprey	MR,6E
Creature – Bird	1/1
Fledgling Osprey has flying as long as it's enchanted.	UD
Fleeting Image	24
Creature — Illusion	2/1
Flying. 1 6: Return Fleeting Image to its owner's ha	nd. UL
Flight	
Enchant Creature	
Enchanted creature has flying.	1E-6E
Fog Bank Creature – Wall	0/2
Flying. Prevent all combat damage that would be dealt	
dealt by Fog Bank.	US
Wild Jhovall Height: variable; 5' to 12' long	
Weight: variable; 200–500 lbs.	
Home Plane: Mercadia	
The state of the s	
Details: Found all over the plane of	
Mercadia, six-legged jhovall cats can b	
trained as war chargers, draught anima	ls,
and household guardians. All jhovalls a	re
extremely dangerous. Quick, strong, and	d
clever hunters, they feed on anything the	
the state of the s	-

Charles of the Control of the Contro	CRE	ATURE FEATURE	
Fog Elemental	20	Iridescent Drake Creature - Drake 2	10
Creature — Elemental	4/4	Flying. When Iridescent Drake comes into play, if you played	12
lying. When Fog Elemental attacks or blocks, sacrif		from your hand, return target enchant creature card from a	IL
end of combat.	WL,6E	graveyard to play enchanting Iridescent Drake. (You control	
Forget			D
orcery		Juxtapose 3	Č
arget player discards two cards from his or her hand		Sorcery	•
is many cards as he or she discarded this way.	IL,5E-6E	You and target player exchange control of the creature you	
Frantic Search	26	each control with the highest converted mana cost. Then	
nstant		exchange control of artifacts the same way. If two or more p	er-
lraw two cards, then discard two cards from your h		manents a player controls are tied for highest cost, that play	
p to three lands.	UL	chooses one. LE,CH,5E-8	
Gaseous Form	26	King Crab	
nchant Creature			15
revent all combat damage that would be dealt to a		1 6, ©: Put target green creature on top of its owner's	•
	E,4E-6E		L
Gilded Drake	0.0	Kingfisher	
Creature — Drake	3/3		12
lying. When Gilded Drake comes into play, exchang		Flying. When Kingfisher is put into a graveyard from play, dra	
ilded Drake for target creature an opponent control		a card.	
an't, sacrifice Gilded Drake.	US	Launch	
Glacial Wall	26	Enchant Creature	•
Creature — Wall	0/7	Enchanted creature has flying. When Launch is put into a	
	A,5E-6E	graveyard from play, return Launch to its owner's hand. U	S
Great Whale	566	Levitation	
Creature — Whale	5/5	Enchantment	
Vhen Great Whale comes into play, if you played it			L
and, untap up to seven lands.	US	Library of Lat-Nam	
Harmattan Efreet	266	Sorcery	•
Creature — Efreet	2/2	An opponent chooses one — You draw three cards at the beg	in-
lying. 1) 🌢 🔞 : Target creature gains flying until		ning of the next turn's upkeep, or you search your library for	
	MR,6E	card, put that card into your hand, and then shuffle your	-
Hermetic Study	0.0	library. AL,6	E
nchant Creature		Lilting Refrain	
inchanted creature has "©: This creature deals 1		Enchantment	
arget creature or player."	US	At the beginning of your upkeep, you may put a verse counter	1
Hibernation	26	on Lilting Refrain. Sacrifice Lilting Refrain: Counter target spi	Ille
nstant		unless its controller pays S, where X is the number of vers	
Return all green permanents to their owners' hands.	US	counters on Lilting Refrain.	S

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30	23
E TOTAL STATE OF	1
ATURE FEATURE	1
ATUKL FLATUKL	
N. S.	_
Iridescent Drake	36
Creature — Drake	2/2
Flying. When Iridescent Drake comes into play, if you pla from your hand, return target enchant creature card from	
graveyard to play enchanting Iridescent Drake. <i>(You con</i>	
that enchantment.)	UD
Juxtapose	36
Sorcery	
You and target player exchange control of the creature y	
each control with the highest converted mana cost. Then	
exchange control of artifacts the same way. If two or mo	
manents a player controls are tied for highest cost, that chooses one. LE,CH,5	PLEASE.
W 0 1	0 0
Creature - Crab	4/5
1 6, ©: Put target green creature on top of its owner	
library.	UL
Kingfisher	36
Creature — Bird	2/2
Flying. When Kingfisher is put into a graveyard from play	
a card.	UD
Launch	0.0
Enchant Creature Enchanted creature has flying. When Launch is put into a	
graveyard from play, return Launch to its owner's hand.	US
L-M-H	
Enchantment	••
Creatures you control have flying.	UL
Library of Lat-Nam	40
Sorcery	
An opponent chooses one — You draw three cards at the	
ning of the next turn's upkeep, or you search your library	
card, put that card into your hand, and then shuffle your library.	L.SE
till m. c. t	D &
Enchantment	
Liionanunont	

Horned Turtle	26	Lingering Mirage	0.0
Creature — Turtle	1/4 TE.6E.P1	Enchant Land Cycling ②. Enchanted land is an island.	US
Horseshoe Crab	26	Lord of Atlantis	
Creature — Crab	1/3	Creature - Lord	2/2
• : Untap Horseshoe Crab.	US	All Merfolk get +1/+1 and have islandwalk.	1E-6E
Illuminated Wings Enchant Creature	0.0	Mana Short	20
Enchanted creature has flying. ②. Sacrifice Illumi	inated Winos:	Instant Tap all lands target player controls and empty his	or her mana
Oraw a card.	UD	pool.	1E-4E,6E
Imaginary Pet	0.0	Memory Lapse	0.0
Creature — Illusion At the beginning of your upkeep, if you have a car	d in band	Instant Counter target spell. Put it on top of its owner's I	ibrary instead
return Imaginary Pet to its owner's hand.	US US	of into that player's graveyard.	
Insight	20	Mental Discipline	000
Enchantment		Enchantment	Stock
Whenever an opponent plays a green spell, you dr	aw a card. TE,6E	1) 6, Discard a card from your hand: Draw a ca	ard. UD
Inspiration	3.6	Merfolk of the Pearl Trident Creature – Merfolk	1/1
Instant		GEALUIE - MELIUIK	1E-6E.P1
Target player draws two cards.	VI,6E	Metathran Elite	000
Intervene		Creature — Soldier	2/3
Instant Counter target spell that targets a creature.	UL	Metathran Elite is unblockable as long as it's enc	
Counter target spen that targets a creature.	OL	Metathran Soldier Creature – Soldier	0.0
		Metathran Soldier is unblockable.	1/1 UD
		Miscalculation	0.0
		Instant	
		Cycling 2. Counter target spell unless its controlle	r pays 2.UL
A W	1	Morphling	366
THE RESERVE TO SERVE		Creature — Shapeshifter : Untap Morphling, : Morphling gains flying	3/3
	//	turn. 1 : Morphling can't be the target of spells	
		until end of turn. (1): Morphling gets +1/-1 until	end of turn.
State of the State		1): Morphling gets -1/+1 until end of turn.	US
		Mystical Tutor	
A STATE OF THE STA		Search your library for an instant or sorcery card	and reveal
644		that card. Shuffle your library, then put the card o	on top of it.
The second second		Opportunity	MR,6E
		Opportunity Instant	400
		Target player draws four cards.	UL
		Opposition	200
-	1	Enchantment	
1200	1000	Tap an untapped creature you control: Tap target ture, or land.	artifact, crea- UD
10000		Palinchron	500
		Creature — Illusion	4/5
ATIIDE EEATH) E	Flying. When Palinchron comes into play, if you pl	
ATUKL FLATUR	VL.	your hand, untap up to seven lands. 2 6 8: Ri Palinchron to its owner's hand.	
		Pendrell Drake	UL 3 ·
Iridescent Drake	3.	Creature — Drake	2/3
Creature — Drake	2/2	Cycling ②. Flying.	US
Flying. When Iridescent Drake comes into play, if y		Pendrell Flux	0.0
from your hand, return target enchant creature car graveyard to play enchanting Iridescent Drake. (Yo		Enchant Creature Enchanted creature has "At the beginning of your	unkaan aaa
that enchantment.)	UD	rifice this creature unless you pay its mana cost."	
Juxtapose	36	Peregrine Drake	4.0
Sorcery	- energy	Creature — Drake	2/3
You and target player exchange control of the crea each control with the highest converted mana cost		Flying. When Peregrine Drake comes into play, if y	
exchange control of artifacts the same way. If two		from your hand, untap up to five lands. Phantasmal Terrain	US
manents a player controls are tied for highest cos	t, that player	Enchant Land	
	CH,5E-6E	Enchanted land is a basic land type of your choice	8. 1E-6E
King Crab Creature - Crab	4 6 6	Phantom Warrior	
1 6. ©: Put target green creature on top of its		Creature — Illusion Phantom Warrior is unblockable.	2/2
library.	UL	Polymorph	WL,6E,P1
Kingfisher	30	Sorcery	3.0
Creature — Bird Flying. When Kingfisher is put into a graveyard fro	m play draw	Destroy target creature. It can't be regenerated. It	
a card.	UD UD	reveals cards from the top of his or her library un	
Launch	0.0	card is revealed. The player puts that card into pl fles all other cards revealed this way into his or h	
Enchant Creature		and the ori	MR,6E
Enchanted creature has flying. When Launch is put graveyard from play, return Launch to its owner's l		Power Sink	80
Levitation	2 6 6	Instant	If he er ab-
Enchantment		Counter target spell unless its controller pays & doesn't, that player taps all mana-producing lands	
Creatures you control have flying.	UL	controls and empties his or her mana pool.	
Library of Lat-Nam	4.0	IA,MR,TE,US,1E-	-4E,5E-6E
Sorcery An opponent chooses one — You draw three cards	at the benin	Power Taint	0.0
ning of the next turn's upkeep, or you search your		Enchant Enchantment Cycling 2. At the beginning of the upkeep of enchar	nted enchant-
card, put that card into your hand, and then shuffle	e your	ment's controller, that player pays 2 or loses 2 lit	
library.	AL,6E	Private Research	
Lilting Refrain Enchantment	0.0	Enchant Creature	11-15/20
At the beginning of your upkeep, you may put a ve	rse counter	At the beginning of your upkeep, you may put a pa on Private Research. When enchanted creature is	
on Lilting Refrain. Sacrifice Lilting Refrain: Counter		graveyard, draw a card for each page counter on F	
unless its controller pays S, where X is the number of the counters on Litting Refrain	ber of verse	Research.	UD

THE DUELIST ORACLE PLAYER'S GUIDE

	Prodigal Sorcerer 2 6 Creature – Wizard 1/1	Sibilant Spirit 5 6		
	: Prodigal Sorcerer deals 1 damage to target creature or	Creature — Spirit 5/8 Flying. Whenever Sibilant Spirit attacks, defending player may	Instant Return target creature to its owner's hand. 1E-6E	Creature — Ape 6/5
9	player. 1E–6E	draw a card. IA,5E-6E		• : Regenerate Ancient Silverback. UD Argothian Elder 3
я	Prosperity Sorcery	Sigil of Sleep Enchant Creature		Creature — Elf 2/2
	Each player draws X cards. VI,6E,P1	Whenever enchanted creature deals damage to a player, return	When an opponent plays a spell, if Veil of Birds is an enchant- ment, Veil of Birds becomes a 1/1 Bird creature with flying.U.S	1 11 5 1 1
-	Psychic Transfer 4 •	target creature that player controls to its owner's hand. UD	Veiled Apparition	Argonian Enchanacas
	Sorcery If the difference between your life total and target player's life	Slow Motion Enchant Creature	Literature	Argothian Enchantress can't be the target of spells or abilities.
	total is 5 or less, exchange life totals with that player.MR,6E	At the beginning of the upkeep of enchanted creature's con-	When an opponent plays a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 Illusion creature	Whenever you play an enchantment spell, draw a card. S Argothian Swine
8	Psychic Venom Enchant Land	troller, that player sacrifices that creature unless he or she pays ②. When Slow Motion is put into a graveyard from play,	with flying. That creature has "At the beginning of your upkeep	Creature - Boar 3/3
8	Whenever enchanted land becomes tapped, Psychic Venom	return Slow Motion to its owner's hand.	sacrifice Veiled Apparition unless you pay 1 6." US Veiled Crocodile	Trample. US
8	deals 2 damage to that land's controller. 1E-6E	Snap	Tened ordedune	Angounan Hum
8	Quash 2 6 6	Instant Return target creature to its owner's hand. Untap up to two	When a player has no cards in hand, if Veiled Crocodile is an	Trample. When Argothian Wurm comes into play, any player
8	Counter target instant or sorcery spell. Search its controller's	lands.	enchantment, Veiled Crocodile becomes a 4/4 Crocodile creature.	may sacrifice a land. If a player does, put Argothian Wurm on
	graveyard, hand, and library for all copies of that card and	Soldevi Sage	Veiled Sentry	top of its owner's library. Birds of Paradise
8	remove them from the game. That player then shuffles his or her library.	Creature — Wizard 1/1 , Sacrifice two lands: Draw three cards, then discard one of	Enchantment	Creature — Bird 0/1
	Raven Familiar 2 4	them. AL,6E		Flying. �: Add one mana of any color to your mana pool.
8	Creature — Bird 1/2	Somnophore 2 6 6	toughness each equal to that spell's converted mana cost. US	Blanchwood Armor
	Flying, echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand	Creature — Illusion 2/2 Flying. Whenever Somnophore deals damage to a player tag	Veiled Serpent 2 6	Enchant Creature
٠.	and the rest on the bottom of your library in any order. UL	target creature that player controls. That creature doesn't untag		Enchanted creature gets +X/+X, where X is the number of forests you control.
	Rayne, Academy Chancellor	during its controller's untap step as long as Somnophore remains in play.	is an enchantment, Veiled Serpent becomes a 4/4 Serpent	Blanchwood Treefolk
	Creature — Wizard Legend 1/1 Whenever you or a permanent you control becomes the target	remains in play. Spell Blast	creature. It can't attack unless defending player controls an island.	Creature — Treefolk 4/5
	of a spell or ability controlled by one of your opponents, you	Instant	Vigilant Drake 4.6	US
V	may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.	Counter target spell with converted mana cost equal to X. TE.1E-6E	Creature — Drake 3/3	Bloated Toad Creature – Toad 2/2
	Rebuild	Spire Owl	Walatian Oald	Cycling 2. Protection from blue.
	Instant	Creature - Bird 1/1	Vodalian Soldiers Creature – Merfolk 1/2	Bull Hippo
	Cycling 2. Return all artifacts to their owners' hands. UL Recall	Flying. When Spire Owl comes into play, look at the top four cards of your library, then put them back in any order. US	FE,5E-6E	Greature — Hippo 3/3 Islandwalk. US.P1
	Sorcery	Stern Proctor	Walking Sponge 1/1	Call of the Wild
	Discard X cards from your hand, then return a card from your	Creature — Wizard 1/2	Target creature loses flying, first strike, or trample until	Enchantment
	graveyard to your hand for each card discarded this way. Remove Recall from the game. LE,CH,5E-6E	When Stern Proctor comes into play, return target artifact or enchantment to its owner's hand.	end of turn.	2 ♠♠: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard. WL,6E
	Recantation 3	Storm Crow	Wall of Air Creature — Wall 1/5	Carpet of Flowers
	Enchantment At the beginning of your unkeep you may get a year and a	Creature — Bird 1/2	Flying. 1E–6E	Enchantment At the hericaine of warm and the hericaine of
	At the beginning of your upkeep, you may put a verse counter on Recantation Sacrifice Recantation: Return up to X tar-	Flying. AL,6E,P1 Stroke of Genius	Weatherseed Faeries 2 0	At the beginning of your pre-combat main phase, you may add up to X mana of any one color to your mana pool, where X is
	get permanents to their owners' hands, where X is the number	Stroke of Genius × 2 6	Creature — Faerie 2/1 Flying, protection from red. UL	the number of islands target opponent controls.
	of verse counters on Recantation.	Target player draws X cards.	Wind Drake	Cat Warriors Creature - Cat Warrior
	Sorcery	Sunder 3 6 6	Creature — Drake 2/2	Creature — Cat Warrior 2/2 Forestwalk. LE,CH,5E-6E
	Return target instant or sorcery card from your graveyard to	Return all lands to their owners' hands.	Flying. TE,6E,P1 Wind Spirit 4	Cave Tiger
	your hand. WL,6E Remove Soul	Telepathic Spies	Wind Spirit 4 6 Creature – Spirit 3/2	Creature - Cat 2/2 Whenever Cave Tiger becomes blocked, it gets +1/+1 until
	Instant	Creature — Wizard 2/2 When Telepathic Spies comes into play, look at target oppo-	Flying. Wind Spirit can't be blocked by only one creature.	end of turn for each creature blocking it.
	Counter target creature spell. LE,CH,5E-6E	nent's hand.	Windfall 1A,5E–6E	Child of Gaea
0	Rescind Instant	Telepathy	Sorcery 2 6	Creature — Elemental 7/7 Trample. At the beginning of your upkeep, sacrifice Child of Gaea
	Cycling 2. Return target permanent to its owner's hand. US	Enchantment Your opponents play with their hands revealed. US	Each player discards his or her hand, then draws cards equal	unless you pay . 1 . 1 . Regenerate Child of Gaea. US
	Rescue	Temporal Adept	to the greatest number a player discarded this way. •See Banned & Restricted, p99.	Citanul Centaurs 3 •
	Instant Return target permanent you control to its owner's hand. UD	Creature – Wizard 1/1	Wizard Mentor	Creature — Centaur 6/3 Echo. Citanul Centaurs can't be the target of spells or abilities.
	Rewind 2 6 6	This wine Macroine		US
	Instant	Thieving Magpie Creature – Bird 2 6 6 1/3	 Return Wizard Mentor and target creature you control to their owner's hand. 	Citanul Hierophants 3 •
	Counter target spell. Untap up to four lands. US Sage Owl	Flying. Whenever Thieving Magpie deals damage to an oppo-	Zephid	Creature — Druid 3/2 Creatures you control have "♥: Add ♠ to your mana pool."
	Creature – Bird 1/1	nent, you draw a card. UD Thornwind Faeries UD	Creature — Illusion 3/4 Flying. Zephid can't be the target of spells or abilities.	US
	Flying. When Sage Owl comes into play, look at the top four	Creature – Faerie 1/1	Zephid's Embrace Zephid's Embrace Zephid's Embrace	Compost
	cards of your library and put them back in any order. WL,6E Sandbar Merfolk	Flying. <code-block> Thornwind Faeries deals 1 damage to target crea-</code-block>	Enchant Creature	Enchantment Whenever a black card is put into an opponent's graveyard, you
	Creature — Merfolk 1/1	ture or player. UL Tidal Surge	Enchanted creature gets +2/+2 and has flying. It can't be the target of spells or abilities.	may draw a card.
	Cycling 2. US	Sorcery	Zur's Weirding	Cradle Guard
	Sandbar Serpent 4 6 Creature – Serpent 3/4	Tap up to three target creatures without flying.SH,6E,P1-P2	Enchantment	Creature — Treefolk 4/4 Trample, echo. US
	Cycling 2. US	Time Spiral 4 6 6	Players play with their hands revealed. If a player would draw a card, he or she reveals it instead. Then any other player may	Creeping Mold
	Scent of Brine	Remove Time Spiral from the game. Each player shuffles his or	pay 2 life. If a player does, put that card into its owner's	Sorcery Rectany termet extifact lead as exchanged to the control of the control
	Instant Reveal any number of blue cards in your hand. Counter target	her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands. *See Banned &	graveyard. If no one does, that player then draws the card.	Destroy target artifact, land, or enchantment. VI,6E Crop Rotation
	spell unless its controller pays ① for each card revealed this	Restricted, p99.	IA,5E-6E	Instant •
	way. UD	Tinker 2 0	CDEEN	As an additional cost to play Crop Rotation, sacrifice a land.
	Sea Monster Creature – Serpent 6/6	Sorcery As an additional cost to play Tinker, sacrifice an artifact.	GREEN	Search your library for a land card and put that land into play. Then shuffle your library. UL
	Sea Monster can't attack unless defending player controls an	Search your library for an artifact card and put that card into	Abundance	Crosswinds
	sland. TE,6E	play. Then shuffle your library.	Enchantment If you would draw a card, you may instead choose land or non-	Enchantment Creatures with flying not -2/-0
	Second Chance 2 6	Tolarian Winds	land and reveal cards from the top of your library until you	Creatures with flying get -2/-0. Darkwatch Elves 2
	At the beginning of your upkeep, if you have 5 life or less	Discard your hand, then draw that many cards.	reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your	Creature — Elf 2/2
	acrifice Second Chance to take another turn after this one.UL	Treachery 3	library in any order.	Protection from black. UL
	Segovian Leviathan 4 6 Creature – Serpent 3/3	Enchant Creature When Treachery comes into play, if you played it from your hand,	Acridian	Defense of the Heart Enchantment
	slandwalk. LE,4E-6E	untap up to five lands. You control enchanted creature.	Creature — Insect 2/4 Echo. US	At the beginning of your upkeep, if an opponent controls three
	Show and Tell 2 6	Turnabout 2 6 6	Albino Troll	or more creatures, sacrifice Defense of the Heart to search your library for up to two creature cards and put those crea-
I	ach player may put an artifact, creature, enchantment, or land	Instant Tap or untap all artifacts, creatures, or lands target player con-	Creature — Troll 3/3	tures into play. Then shuffle your library.
0		trols.	Echo. 1 : Regenerate Albino Troll. US Anaconda 3	Dense Foliage 2 •
			Anaconda Creature – Snake 3/3	Enchantment Creatures can't be the targets of spells. WL.6E
			Swampwalk. US,P1	TTL,OE

Deranged Hermit Creature – Elf	• 1/1
Echo. When Deranged Hermit comes into play, put four 1/1 g Squirrel creature tokens into play. All Squirrels get +1/+1.	reen
Early Harvest	
Target player untaps all basic lands he or she controls.MR	
Creature - Cleric	2/2
3 ♠, ♦: Tap or untap target artifact, creature, or land. IA,5E-6E	
Elven Cache 2 &	•
Return target card from your graveyard to your hand.VI,6E, Elven Riders 3 •	-
Creature — Elf	3/3
Elven Riders can't be blocked except by creatures with flyin and/or Walls.	6E
	2/1
First strike. 1E- Elvish Herder	6E
	1/1 US
Elvish Lookout	•
Elvish Lookout can't be the target of spells or abilities.	JD
Creature - Elf	1/1
 ♠, ♠, Sacrifice Elvish Lyrist: Destroy target enchantment. Elvish Piper 	
Creature — Elf	1/1
Emperor Crocodile 3	•
When you control no other creatures, sacrifice Emperor	5/5
Crocodile. Endless Wurm 3 •	D •
Creature — Wurm Trample. At the beginning of your upkeep, sacrifice Endless	3/9
Wurm unless you sacrifice an enchantment.	JS •
Enchantment	
Fallow Earth 2	JS
Sorcery Put target land on top of its owner's library. MR,	6E
Familiar Ground 2	•
Each creature you control can't be blocked by more than on creature.	
Fecundity 2	
Whenever a creature is put into a graveyard from play, that	JS
Femeref Archers 2	•
Creature — Soldier ⊕: Femeref Archers deals 4 damage to target attacking cr	2/2 ea-
ture with flying. MR, Fertile Ground	BE P
Enchant Land Whenever enchanted land is tapped for mana, it produces a	
additional one mana of any color.	IS
Instant	•
Prevent all combat damage that would be dealt this turn. MR,1E-6E	
Fortitude Enchant Creature	P
When Fortitude is put into a graveyard from play, return Fortitude to its owner's hand. Sacrifice a forest: Regenerate	
enchanted creature. Fyndhorn Brownie	IS
	/1
Fyndhorn Elder 2	•
	/1 6E
Gaea's Bounty Sorcery	
Search your library for up to two forest cards, reveal those cards, and put them into your hand. Then shuffle your library	
	IS
Enchant Creature	•
0 1	IS
	1/2
When Gamekeeper is put into a graveyard from play, you ma remove Gamekeeper from the game. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into play and put the other cards revealed this	ıy

Gang of Elk	5.0
Creature — Beast	5/4
Whenever Gang of Elk becomes blocked, it gets	+2/+2 until
end of turn for each creature blocking it.	UL
Giant Growth	
Instant	
Target creature gets +3/+3 until end of turn.	IA,1E-6E
Giant Spider	3 4
Creature — Spider	2/4
Giant Spider may block as though it had flying.	1E-6E,P1
Goliath Beetle	2.
Creature - Insect	3/1
Trample.	UD
Gorilla Chieftain	200
Creature — Ape	3/3
1 •: Regenerate Gorilla Chieftain.	AL,6E
Gorilla Warrior	20
Creature — Ape	3/2
	US,P1
Greater Good	200
Enchantment	
Sacrifice a creature: Draw cards equal to the sac	
ture's power, then discard three cards from your	hand. US
Greener Pastures	2.
Enchantment	
At the beginning of each player's upkeep, if that	
trols more lands than any other, the player puts	
Saproling creature token into play.	US

•
rillas dier US
•
is an
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reater,
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po-
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10
lidden
3/2
u UD



on it in a matter of days.	
Grizzly Bears	
Creature — Bear 2 1E-6E,F	/2
Harmonic Convergence 2	•
Return all enchantments to top of their owners' libraries.	
Hawkeater Moth Creature – Insect	12
Flying. Hawkeater Moth can't be the target of spells or abilities. U Heart Warden	
Creature — Elf 1	/1
	D
Hidden Ancients	•
When an opponent plays an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5	IS
Hidden Gibbons Enchantment	•
When an opponent plays an instant spell, if Hidden Gibbon is an enchantment, Hidden Gibbons becomes a 4/4 Ape	ns
	IL

ore by spitting its caustic digestive fluid out onto the rock itself, a single lithophage can devour an entire mountain and everything

Sorcery	
Hurricane deals X damage to each creature with fl	
	6E,P1-P2
Hush	3 4
Sorcery	
Cycling 2. Destroy all enchantments.	US
Ivy Seer	3 4
Creature — Wizard	1/1
2 ♠, ۞: Reveal any number of green cards in	
Target creature gets +X/+X until end of turn, whe number of cards revealed this way.	re X is the
Living Lands Enchantment	3 •
All forests are 1/1 creatures that are still lands.	1E-6E
Lianowar Elves	
Creature — Flf	1/1
♥: Add ♠ to your mana pool.	1E-6E
Lone Wolf	20
Creature - Wolf	2/2
Lone Wolf may deal its combat damage to defending	
though it weren't blocked.	UL.P2
Lull	0.0
Instant	
Cycling 2. Prevent all combat damage that would	be dealt
this turn.	US
Lure	000
Enchant Creature	
All creatures able to block enchanted creature of	
	1A,1E-6E
Magnify	•
Instant	
All creatures get +1/+1 until end of turn.	UD

	Marker Beetles	0.00
rillas	Creature — Insect When Marker Beetles is put into a graveyard from p	2/3 lay tamet
dier	creature gets +1/+1 until end of turn. 2, Sacrific	e Marker
US	Beetles: Draw a card.	UD
•	Maro Creature – Elemental	244
is an	Maro's power and toughness are each equal to the i	
. US	cards in your hand.	MR,6E
•	Midsummer Revel Enchantment	344
reater,	At the beginning of your upkeep, you may put a vers	e counter
	on Midsummer Revel. 🗣, Sacrifice Midsummer Rev	vel: Put X
US	3/3 green Beast creature tokens into play, where X ber of verse counters on Midsummer Revel.	is the num US
•	Might of Oaks	3 4
po-	Instant	
n	Target creature gets +7/+7 until end of turn.	UL
US	Momentum Enchant Creature	2.
10	At the beginning of your upkeep, you may put a grow	vth counter
	on Momentum. Enchanted creature gets +1/+1 for	each
	growth counter on Momentum. Multani, Maro-Sorcerer	400
lidden	Creature - Legend	*/*
US	Multani, Maro-Sorcerer can't be the target of spells	
3/2	ties. Multani's power and toughness are each equal number of cards in all players' hands.	to the tota
0 a	Multani's Acolyte	**
a. UD	Creature — Elf	2/1
	Echo. When Multani's Acolyte comes into play, draw	
	Multani's Decree Sorcery	3 4
	Destroy all enchantments. You gain 2 life for each e	nchantmen
	destroyed this way.	UD
	Multani's Presence	•
	Whenever a spell you play is countered, draw a card	. UL
	Nature's Resurgence	200
70	Sorcery	
8	Each player draws cards equal to the number of creatin his or her graveyard.	WL,6E
	Panther Warriors	4.0
2	Creature — Cat Warrior	6/3
	Pattern of Rebirth	VI,6E,P1
	Enchant Creature	3 4
	When enchanted creature is put into a graveyard from	
	that creature's controller may search his or her libra creature card and put that card into play. If that play	
8	he or she then shuffles his or her library.	UD
	Plated Spider	4.
6	Creature — Spider	
		4/4
340	Plated Spider may block as though it had flying.	UD
	Plated Spider may block as though it had flying. Plow Under Sorcery	3 2 2
	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library.	UD
	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar	3 2 2 UD
x •	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo.	3 2 2
X •	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gynsies	UD 3 • • UD • 2/2 US 2 •
	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3 • • UD • 2/2 US 2/2 US 1/1
-P2	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Gat Echo. Pradesh Gypsies Creature — Sypsy A. &: larget creature gets -2/-0 until end of	UD 3 • • UD • 2/2 US 2/2 US 1/1
-P2 3 •	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1	UD
nd I-P2 3 • US	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD
-P2 3 ♠ US 3 ♠ 1/1	Plated Spider may block as though it had flying. Plow Under Sorcery Pouncing Jaguar Creature — Gat Echo. Pradesh Gypsies Creature — Gypsy	UD 3 • • UD 2/2 US 2/2 US 2/4 1/1 turn. E,4E-6E 1/1 US
-P2 3 ♠ US 3 ♠ 1/1	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1	UD 2/22 US 2 • 1/1 turn. E,4E-6E 1 • 1 US 3 • 3/2
-P2 3 ♠ US 3 ♠ 1/1	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1 ♣, �: Target creature gets -2/-0 until end of LI Priest of Titania Creature — Ell Add ♣ to your mana pool for each Elf in play. Radjan Spirit Creature — Spirit **Creature — Spirit **: Target creature loses flying until end of turn. Li	UD 2/22 US 2 • 1/1 turn. E,4E-6E 1/1 US 3/2 E,4E-6E
-P2 3	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 2/22 US 2 • 1/1 turn. E,4E-6E 1 • 1 US 3 • 3/2
US 3 • 1/1 and. the UD 3 •	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1	UD 3
US 3 • 1/1 and. the UD 3 • -6E	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1 ♣, �: Target creature gets -2/-0 until end of LI Priest of Titania Creature — Ell �: Add ♣ to your mana pool for each Elf in play. Radjan Spirit Creature — Spirit �: Target creature loses flying until end of turn. LI Rampant Growth Sorcery Search your library for a basic land card and put the play tapped. Then shuffle your library. M	UD 2/2 2/2 US 2 1/1 turn. E,4E-6E 1/1 US 3/2 E,4E-6E
US 3 • 1/1 and. the UD 3 •	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Spysy	UD 3
US 3 1/1 and. the UD 3 1/1 = -6E	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1 ♣, �: Target creature gets -2/-0 until end of LI Priest of Titania Creature — Ell �: Add ♣ to your mana pool for each Elf in play. Radjan Spirit Creature — Spirit �: Target creature loses flying until end of turn. LI Rampant Growth Sorcery Search your library for a basic land card and put the play tapped. Then shuffle your library. M	UD 3 • • UD 2/2 US 2 • 1/1 I turn. E,4E-6E 1 • 3/2 E,4E-6E 1 • t card into IR,TE,6E
-P2 US 3 • 1/1 and. the UD 1/16:-6E	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3
-P2 3	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Sypsy	UD 3 • • • UD 2/7/2 US 2 • • 1/1 1/1 1/1 1/1 1/1 3/2 3/2 3/2 4 1/1 1/1 1/1 1/1 1/1 1/1 1/1 1/1 1/1 1
-P2 3	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3
-P2 3 • US 3 • 1/1 the UD 3 • -6E -6E 2/2 2/2 er as L,P2	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3
US 1/1 and. the UD 33 • 1/1 =-6E • 1/1 =-6E 2/2 • 2/2 • 1/2	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy 1	UD P 2/2/2 US 2 P 1/1 1/1 1/1 1/1 US 3 P 3/2 E, AE-BE P UL 4 P 3/6 3/6 3/6 3/6 3/6 3/6 4 3/6 3/6 3/6 3/6 3/6 3/6 3/6 3/6 3/6 3/6
-P2 US 3 • 1/1 and. the UD 1/16:-6E	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3
-P2 3	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD The state of t
US 3 1/1 and. the UD 1/1 -6E 2/2/er as 1,P2 alt US	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3
US 3 1/1 and. the UD 1/1 -6E 2/2/er as 1,P2 alt US	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3
US 3 • 1/1 and. the UD 3 • 2/2 2/2 er as 1,P2 1,P2 alt US	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Spysy	UD 3
US 3 1/1 and. the UD 3 1/1 i-6E 2/2/2 er as L,P2 US US 2/1 1/1 -6E	Plated Spider may block as though it had flying. Plow Under Sorcery Put two target lands on top of their owner's library. Pouncing Jaguar Creature — Cat Echo. Pradesh Gypsies Creature — Gypsy	UD 3

US-Urza's Saga

THE DUELIST ORACLE PLAYER'S GUIDE

AND DESCRIPTION OF THE PROPERTY OF THE PROPERT	The state of the s		
	Tranquil Grove	Wyluli Wolf	Island
Enchantment Creatures you control have "Whenever this creature becomes	Enchantment 1 • • : Destroy all other enchantments. WL,6E	Creature — Wolf 1/1 \$\infty: \text{Target creature gets } +1/+1 \text{ until end of turn.} \text{AN,5E} \text{-6E}	Land ❖: Add to your mana pool
blocked, it gets +1/+1 until end of turn for each creature	Tranquility 2 •	Yavimaya Elder	IA,MR,TE,US,1E-6E,P1-P2
blocking it." US River Boa	Sorcery Destroy all enchantments. TE.1E-6E	Creature — Druid 2/1 When Yavimaya Elder is put into a graveyard from play, you	Karplusan Forest
Creature — Snake 2/1	Treefolk Mystic 3 •	may search your library for up to two basic land cards, reveal	❖: Add one colorless mana to your mana pool. ❖: Add ❖
Islandwalk. •: Regenerate River Boa. VI,6E Rofellos, Llanowar Emissary	Creature — Treefolk 2/4 Whenever a creature blocks or becomes blocked by Treefolk	them, and put them into your hand. If you do, shuffle your library. 2, Sacrifice Yavimaya Elder: Draw a card. UD	or ◆ to your mana pool. Karplusan Forest deals 1 damage to you. IA,5E-6E
Creature — Elf Legend 2/1	Mystic, destroy all enchantments on that creature.	Yavimaya Enchantress 2 •	Mountain
©: Add one green mana to your mana pool for each forest you control.	Treefolk Seedlings 2 ♠ Creature – Treefolk 2/*	Creature — Druid 2/2 Yavimaya Enchantress gets +1/+1 for each enchantment in	Land ❖: Add ❖ to your mana pool
Rofellos's Gift	Treefolk Seedlings's toughness is equal to the number of	play. UD	IA,MR,TE,US,1E-6E,P1-P2
Sorcery Reveal any number of green cards in your hand. Return an	forests you control. US	Yavimaya Granger 2 € Creature – Elf 2/2	Phyrexian Tower Legendary Land
enchantment card from your graveyard to your hand for each	Treetop Rangers 2 • Creature – Elf 2/2	Echo. When Yavimaya Granger comes into play, you may search	❖: Add one colorless mana to your mana pool. ❖, Sacrifice
card revealed this way.	Treetop Rangers can't be blocked except by creatures with fly- ing. US	your library for a basic land card and put that land into play tapped. If you do, shuffle your library.	a creature: Add to your mana pool. US
Enchantment	Uktabi Orangutan 2 •	Yavimaya Scion 4 •	Land
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card. VI,6E	Creature — Ape 2/2 When Uktabi Orangutan comes into play, destroy target artifact.	Creature — Treefolk 4/4 Protection from artifacts UL	
Scaled Wurm	VI,6E	Yavimaya Wurm 4 • •	Polluted Mire
Creature — Wurm 7/6 IA,5E-6E	Uktabi Wildcats Creature – Cat Warrior */*	Creature — Wurm 6/4 Trample. UL	Cycling 2. Polluted Mire comes into play tapped. •: Add
Scent of Ivy	Uktabi Wildcats's power and toughness are each equal to the		to your mana pool. US
Instant Reveal any number of green cards in your hand. Target crea-	number of forests you control. • Sacrifice a forest: Regenerate Uktabi Wildcats. MR.6E	LANDS	Remote Isle
ture gets +X/+X until end of turn, where X is the number of	Unseen Walker	Adarkar Wastes	Cycling 2. Remote Isle comes into play tapped. <code-block> Add 🐠</code-block>
cards revealed this way. Shanodin Dryads	Creature — Dryad 1/1 Forestwalk. 1 • • : Target creature gains forestwalk until	Land	to your mana pool. Ruins of Trokair
Creature — Dryad 1/1	end of turn. MR,6E	❖: Add one colorless mana to your mana pool. ❖: Add ★ or ❖ to your mana pool. Adarkar Wastes deals 1 damage to	Land
Forestwalk. 1E-6E Silk Net	Untamed Wilds	you. IA,5E-6E	Ruins of Trokair comes into play tapped. ◆: Add * to your mana pool. ◆, Sacrifice Ruins of Trokair: Add * * to your
Instant	Sorcery Search your library for a basic land card and put that card into	Blasted Landscape	mana pool. FE,5E-6E
Target creature gets +1/+1 and may block as though it had flying until end of turn.	play. Then shuffle your library. LE,4E-6E,P1-P2	Cycling 2. �: Add one colorless mana to your mana pool. US	Serra's Sanctum Legendary Land
Simian Grunts	Venomous Fangs Enchant Creature	Brushland Land	♥: Add * to your mana pool for each enchantment you con-
Creature — Ape 3/4 You may play Simian Grunts any time you could play an instant.	Whenever enchanted creature deals damage to a creature, destroy that creature.	🗭: Add one colorless mana to your mana pool. 🗇: Add 🏚	trol. •See Banned & Restricted, p99. Shivan Gorge
Echo. UL	Verduran Enchantress	or ☀ to your mana pool. Brushland deals 1 damage to you. 1A,5E-6E	Legendary Land
Splinter 2 ••	Greature — Wizard O/2 Whenever you play an enchantment spell, you may draw a card.	City of Brass	©: Add one colorless mana to your mana pool. 2 ②, ©: Shivan Gorge deals 1 damage to each opponent.
Remove target artifact from the game. Search its controller's	1E-6E	Land Whenever City of Brass becomes tapped, it deals 1 damage to	Slippery Karst
graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or	Vernal Bloom Enchantment	you. <code-block> Add one mana of any color to your mana pool.</code-block>	Cycling ②. Slippery Karst comes into play tapped. ۞: Add
her library.	Whenever a forest is tapped for mana, it produces an addition-	Crystal Vein	● to your mana pool. US
Sporogenesis 3 •	al •. US Vitalize	Land	Smoldering Crater
At the beginning of your upkeep, you may put a fungus counter	Vitalize Instant	Add one colorless mana to your mana pool. One of the color when the color w	Cycling 2. Smoldering Crater comes into play tapped. 📀:
on target nontoken creature. Whenever a creature is put into a graveyard, put a 1/1 green Saproling creature token into play	Untap all creatures you control. WL,6E	Drifting Meadow	Add to your mana pool. Spawning Pool US
for each fungus counter on that creature. When Sporogenesis	Waiting in the Weeds Sorcery	Land Cycling ②. Drifting Meadow comes into play tapped. ③: Add	Land
leaves play, remove all fungus counters from all creatures. US Spreading Algae	Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls. MR,6E	☀ to your mana pool. US	Spawning Pool comes into play tapped. ③: Add one black mana to your mana pool. ① ③: Spawning Pool becomes a
Enchant Land	War Dance	Dwarven Ruins Land	1/1 black creature with " : Regenerate this creature" until end of turn. This creature still counts as a land.
Spreading Algae may enchant only a swamp. When enchanted land becomes tapped, destroy that land. When Spreading Algae	Enchantment At the beginning of your upkeep, you may put a verse counter	Dwarven Ruins comes into play tapped. �: Add � to your	Sulfurous Springs
is put into a graveyard from play, return Spreading Algae to its owner's hand.	on War Dance. Sacrifice War Dance: Target creature gets	mana pool. ❖, Sacrifice Dwarven Ruins: Add ❖ ❖ to your mana pool. FE,5E—6E	Land
Stalking Tiger 3 •	+X/+X until end of turn, where X is the number of verse counters on War Dance.	Ebon Stronghold	❖: Add one colorless mana to your mana pool. ❖: Add ❖ or ➢ to your mana pool. Sulfurous Springs deals 1 damage to
Creature — Tiger 3/3 Stalking Tiger can't be blocked by more than one creature.	Warthog	Land Ebon Stronghold comes into play tapped. ❖: Add ❖ to your	you. IA,5E-6E
MR,6E,P1	Creature – Warthog 3/2 Swampwalk. VI.6E	mana pool. ❖, Sacrifice Ebon Stronghold: Add ❖ ❖ to your mana pool. FE,5E-6E	Svyelunite Temple Land
Stream of Life Sorcery	Weatherseed Elf	Faerie Conclave	Svyelunite Temple comes into play tapped. : Add to you mana pool. : Add to you
Target player gains X life. 1E-6E	Creature — Elf 1/1 Target creature gains forestwalk until end of turn. UL	Land Faerie Conclave comes into play tapped. ©: Add one blue	your mana pool. FE,5E-6E
Summer Bloom Sorcery	Weatherseed Treefolk 2000	mana to your mana pool. 1 6: Faerie Conclave becomes a	Swamp Land
You may play up to three additional lands this turn. VI,6E,P1	Creature — Treefolk 5/3 Trample. When Weatherseed Treefolk is put into a graveyard	2/1 blue creature with flying until end of turn. This creature still counts as a land.	
Symbiosis 1 •	from play, return Weatherseed Treefolk to its owner's hand.UL	Forbidding Watchtower	IA,MR,TE,US,1E-6E,P1-P2 Thran Quarry
Two target creatures each get +2/+2 until end of turn. US	Whirlwind Sorcery	Land Forbidding Watchtower comes into play tapped. ❖: Add one	Land
Taunting Elf Creature – Elf 0/1	Destroy all creatures with flying.	white mana to your mana pool. 1 *: Forbidding Watchtower	At end of turn, if you control no creatures, sacrifice Thran Quarry. �: Add one mana of any color to your mana pool.US
	Wild Dogs Creature — Hound 2/1	becomes a 1/5 white creature until end of turn. This creature still counts as a land.	Tolarian Academy
		Forest	Legendary Land : Add • to your mana pool for each artifact you control.
Thicket Basilisk 3 ••	Cycling 2. At the beginning of your upkeep, if a player has		
Thicket Basilisk Creature – Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non-		Land ❖: Add ♠ to your mana pool	•See Banned & Restricted, p99.
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non- Wall creature, destroy that creature at end of combat. 1E-6E	Cycling · 2 . At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth	Add ♠ to your mana pool IA,MR,TE,US,1E-6E,P1-P2	
Thicket Basilisk Creature – Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat. 1E–6E Thorn Elemental Creature – Elemental	Cycling <2. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. US Wild Growth Enchant Land		-See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ♦ : Add one green
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non- Wall creature, destroy that creature at end of combat. 1E-6E Thorn Elemental Creature — Elemental 7/7 Thorn Elemental may deal its combat damage to defending	Cycling '2. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. US Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional IA,1E-6E	©: Add ♠ to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ♠ to your mana pool for each creature you control.	-See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ❖: Add one green mana to your mana pool. □ ❖: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature
Thicket Basilisk Creature – Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat. 1E–6E Thorn Elemental Creature – Elemental	Cycling 12. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. IA,1E-6E Winding Wurm	©: Add ♠ to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ♠ to your mana pool for each creature you control. *See Banned & Restricted, p99. US	-See Banned & Restricted, pg9. Treetop Village Land Treetop Village comes into play tapped. ❖: Add one green mana to your mana pool. □ ❖: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creatur still counts as a land. ULL
Thicket Basilisk Creature Basilisk 2/4 Whenever Thicket Basilisk blocks or becomes blocked by a new Wall creature, destroy that creature at end of combat. 1E-6E Thorn Elemental Creature - Elemental Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. UD Titania's Boon Succeyy	Cycling *2. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. US Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional * IA,1E-6E Winding Wurm Creature - Wurm 676 Echo. US	©: Add ♠ to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ♠ to your mana pool for each creature you controlSee Banned & Restricted, p39. US Ghitu Encampment Land	-See Banned & Restricted, pg9. Treetop Village Land Treetop Village comes into play tapped. ❖: Add one green mana to your mana pool. □ ♣: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creatur
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat. 1E-6E Thorn Elemental Creature — Elemental Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. Titania's Boon Surcery Put a + 1/+1 counter on each creature you control. US Titania's Chosen	Cycling 12. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. IA, 1E-6E Winding Wurm Creature — Wurm 6/6 Echo. US Wing Snare 2.	©: Add ● to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ● to your mana pool for each creature you control. See Banned & Restricted, p99. Ghitu Encampment Land Biltu Encampment comes into play tapped. ©: Add one red mana to your mana pool. 1 ● Shitu Encampment becomes a	-See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ❖: Add one green mana to your mana pool. □ ❖: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creatur still counts as a land. UL Underground River Land ❖: Add one colorless mana to your mana pool. ❖: Add ❖
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a Menever Thicket Basilisk blocks or becomes blocked by a new Mall creature, destroy that creature at end of combat. 1E-6E Thorn Elemental Creature — Elemental Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. UU Titania's Boon Sorcery Put a +1/+1 counter on each creature you control. US Titania's Chosen Creature — Elf 1/1	Cycling 12. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. IA,1E-6E Winding Wurm Creature - Wurm Echo. US Wing Snare Sorcery Destroy target creature with flying. UL	©: Add ♠ to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ♠ to your mana pool for each creature you control. -See Banned & Restricted, p99. US Ghitu Encampment Land Ghitu Encampment comes into play tapped. ©: Add one red mana to your mana pool. 1 ♠: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This crea-	See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ❖: Add one green mana to your mana pool. □ ❖: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creatur still counts as a land. Underground River Land ❖: Add one colorless mana to your mana pool. ❖: Add ❖ to your mana pool. Underground River deals 1 damage to you. IA,5E-6E
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non- Wall creature, destroy that creature at end of combat. 1E—6E Thorn Elemental Creature — Elemental Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. Titania's Boon Sorcery Put a +1/+1 counter on each creature you control. US Titania's Chosen Creature — Elf Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen. US	Cycling *2. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional **. IA,1E—6E Winding Wurm Creature — Wurm Echo. US Wing Snare Sorcery Destroy target creature with flying. UL Worldly Tutor	©: Add ● to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ● to your mana pool for each creature you control. See Banned & Restricted, p99. Ghitu Encampment Land Biltu Encampment comes into play tapped. ©: Add one red mana to your mana pool. 1 ● Shitu Encampment becomes a	See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ❖: Add one green mana to your mana pool. ↓ ❖: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land. Underground River Land ❖: Add one colorless mana to your mana pool. ❖: Add ❖ or ❖ to your mana pool. Underground River deals 1 damage to you. IA,5E-SE Yavimaya Hollow
Thicket Basilisk Creature — Basilisk 2/4 Whenever Thicket Basilisk blocks or becomes blocked by a non- Wall creature, destroy that creature at end of combat. 1E-6E Thorn Elemental Creature — Elemental Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. UD Titania's Boon Sorcery Put a + 1/+1 counter on each creature you control. US Titania's Chosen Creature — El Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen US Trained Armodon	Cycling 12. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. In the Land Land Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. In the Land Land Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. In the Land Land Land Land Land Land Land Land	©: Add ● to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ②: Add ● to your mana pool for each creature you controlSee Banned & Restricted, p99. Shitu Encampment Land Ghitu Encampment comes into play tapped. ◎: Add one red mana to your mana pool. 1 ◎: Shitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land. Havenwood Battleground Land	See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ♦: Add one green mana to your mana pool. □ ♠: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land. UL Underground River Land ♠: Add one colorless mana to your mana pool. ♠: Add ♠ To to your mana pool. Underground River deals 1 damage to you. Yavimaya Hollow Legendary Land ♠: Add one colorless mana to your mana pool. ♠, ♠:
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a non- Wall creature, destroy that creature at end of combat. 1E-6E Thorn Elemental Creature — Elemental Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. Titania's Boon Sorcery Put a +1/+1 counter on each creature you control. US Titania's Chosen Creature — Elf Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen. US	Cycling 12. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. IA,1E-6E Winding Wurm Creature — Wurm Echo. US Wing Snare Sorcery Destroy larget creature with flying. Worldly Tutor Instant	©: Add ● to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ● to your mana pool for each creature you control. -See Banned & Restricted, p99. Shitu Encampment Land Ghitu Encampment comes into play tapped. ©: Add one red mana to your mana pool. II ● Shitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land. Havenwood Battleground Land Havenwood Battleground comes into play tapped. ©: Add ● to your mana pool. ©, Sacrifice Havenwood Battleground. Add	See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ♦: Add one green mana to your mana pool. □ ♦: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land. UL Underground River Land ♦: Add one colorless mana to your mana pool. ♦: Add ♦ or ♠ to your mana pool. Underground River deals 1 damage to you. IA,5E-SE Yavimaya Hollow Lependary Land
Thicket Basilisk Creature — Basilisk Whenever Thicket Basilisk blocks or becomes blocked by a development of the Market Parket P	Cycling 12. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Wild Growth Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. In the Land Land Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. In the Land Land Enchant Land Whenever enchanted land is tapped for mana, it produces an additional 1. In the Land Land Land Land Land Land Land Land	©: Add ♠ to your mana pool IA,MR,TE,US,1E-6E,P1-P2 Gaea's Cradle Legendary Land ©: Add ♠ to your mana pool for each creature you control. -See Banned & Restricted, p39. US Ghitu Encampment Land Ghitu Encampment comes into play tapped. ©: Add one red mana to your mana pool. II ♠: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land. UL Havenwood Battleground Land Land Avenwood Battleground comes into play tapped. ©: Add ♠	See Banned & Restricted, p99. Treetop Village Land Treetop Village comes into play tapped. ♦: Add one green mana to your mana pool. □ ♠: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land. UL Underground River Land ♠: Add one colorless mana to your mana pool. ♠: Add ♠ To to your mana pool. Underground River deals 1 damage to you. Yavimaya Hollow Legendary Land ♠: Add one colorless mana to your mana pool. ♠, ♠:

RED		
About Face		•
Switch target creature's power and toughness until end Effects that alter the creature's power alter its toughnes	22	
instead, and vice versa, this turn. Acidic Soil	2	UL.
Sorcery Acidic Soil deals to each player damage equal to the nu lands he or she controls.		er of
m., m	9	
Whenever a creature comes into play, Æther Flash deals	S 2 NL.	6E
Æther Sting Enchantment	3	9
Whenever an opponent plays a creature spell, Æther Sti deals 1 damage to that player.	1	JD
Anaba Bodyguard Creature — Minotaur First strike.	HL.	2/3
Anaba Shaman Creature – Minotaur	3	
Anaba Shaman deals 1 damage to target creat		01
Antagonism Enchantment	3	-
At the end of each player's turn, Antagonism deals 2 da to that player unless one of his or her opponents was d damage that turn.	lealt	
Arc Lightning Sorcery	2	
Arc Lightning deals 3 damage divided as you choose an any number of target creatures and/or players.		US
Avalanche Riders Creature – Nomad		2/2
Haste, echo. When Avalanche Riders comes into play, di target land.		ÚL
Balduvian Barbarians Creature – Barbarian	IA.	3/2
Balduvian Horde 2 Creature – Barbarian	9	
When Balduvian Horde comes into play, sacrifice Balduv Horde unless you discard a card at random from your h	rian	
D. II.	9	
Creatures can't block.	×	JS
Sorcery Blaze deals X damage to target creature or player.6E,P		5
Bloodshot Cyclops Creature – Giant	5	
 Sacrifice a creature: Bloodshot Cyclops deals X dat target creature or player, where X is the sacrificed crea power. 	magi ture	e to
Boil Instant	3	
Destroy all islands.	TE,	6E
Brand Instant Cycling ②. Gain control of all permanents you own.		JS
Bravado Enchant Creature	1	
Enchanted creature gets $+1/+1$ for each other creature control.		JS
Enchantment	9	
At the beginning of your upkeep, Bulwark deals to targe nent damage equal to the number of cards in your hand than the number of cards in his or her hand.	gre	
Burrowing Enchant Creature		9
Enchanted creature has mountainwalk. 1E- Cinder Seer	4E,	
Creature — Wizard ② ②, ③: Reveal any number of red cards in your hal Cinder Seer deals X damage to target creature or player	nd.	1/1 nere
X is the number of cards revealed this way. Colos Yearling	2	ID
Creature — Beast Mountainwalk. : Colos Yearling gets +1/+0 until en turn.	d of	1/1
Conquer 3	9	
Enchant Land You control enchanted land. IA,5		
Covetous Dragon Creature — Dragon Flying. When you control no artifacts, sacrifice Covetous		6/5
Dragon.		JD

Crater Hellion Crature — Beast Echo. When Crater Hellion comes into play, it deals 4 to each other creature.	4 00 6/6 damage
0.1 11.111.11	6/6
Defender of Chaos Creature – Knight You may play Defender of Chaos any time you could instant. Protection from white.	2/1 play an UL
Enchant Creature Whenever enchanted creature deals combat damage t	
er, that player sacrifices a land. Disorder Sorcery	US
Disorder deals 2 damage to each white creature and er who controls a white creature. Dromosaur	each play- US
Creature — Lizard Whenever Dromosaur blocks or becomes blocked, it g until end of turn.	2/3
Earthquake Sorcery Earthquake deals X damage to each creature without	
	E,P1-P2 3 3 3 3
Whenever Electryte deals combat damage to defending deals damage equal to its power to each blocking crea Falter	
	US
Instant Fault Line deals X damage to each creature without f each player.	lying and US
WA WA	
	A.E.

Fit of Rage Sorcery	10
Target creature gets +3/+3 and gains first strike turn.	until end of WL,6E
Flame Jet	T @
Sorcery Cycling 2. Flame Jet deals 3 damage to target p	nlaver UD
Flame Spirit	4 2
Creature — Spirit	2/3
⇒: Flame Spirit gets +1/+0 until end of turn.	IA,5E,6E
Flashfires Sorcery	3 2
Destroy all plains.	1E-6E.P1
Gamble	
Sorcery Search your library for a card, put that card into y then discard a card at random from your hand. Th your library.	
Ghitu Fire-Eater	2 2
Creature - Nomad	2/2
Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater de equal to its power to target creature or player.	als damage UL
Ghitu Slinger	20
Creature — Nomad	2/2
Echo. When Ghitu Slinger comes into play, it deals target creature or player.	UL UL

Height: 20' tall-Shoulders span over 7'

Home Plane: the swamp bogs of Mercadia Details: The Delraich are fierce, feral

Weight: over 2,000 lbs.



Fervor Enchantment Creatures you control have haste. Fiery Mantle Enchant Creature When Fiery Mantle is put into a graveyard from play Fiery Mantle to its owner's hand. : Enchanted cre +1/+0 until end of turn. Final Fortune Instant Take another turn after this one. At the end of that toose the game. Fire Ants	eature gets US	Ghitu War (Enchantment : Target creatur Giant Stren, Enchant Creature Enchant creature Enchanted creature First strike, haste Goblin Cade Creature — Goblin Whenever Goblin in Whenever Goblin quains co
Creature — Insect	US 3 3 3 5/4 E-4E,6E	combat.) Goblin Digg: Creature — Goblin Creature — Goblin Elite Creature — Goblin Whenever Goblin 1 gets -1/-1 until er

Ghitu War Cry	
Enchantment	
: Target creature gets +1/+0 until end of turn.	UL
Giant Strength Enchant Creature	9
Enchanted creature gets +2/+2. LE,TE,4E-	-6E
Goblin Berserker Creature – Goblin First strike, haste.	2/2 UD
Goblin Cadets Creature — Goblin Whenever Goblin Cadets blocks or becomes blocked, targe penever Goblin Cadets blocks or becomes blocked, targe combat.)	
Goblin Digging Team Creature — Goblin Ф, Sacrifice Goblin Digging Team: Destroy target Wall. DK,CH,5E–6E	1/1
Goblin Elite Infantry Creature – Goblin Whenever Goblin Elite Infantry blocks or becomes blocked, gets -1/-1 until end of turn. MR	

0.10. 5. 0. 1	
Goblin Festival	10
Enchantment 2: Goblin Festival deals 1 damage to target creature	or nlau-
er. Flip a coin. If you lose the flip, choose one of your	
nents. That player gains control of Goblin Festival.	UD
Goblin Gardener	30
Creature — Goblin	2/1
When Goblin Gardener is put into a graveyard from play	
destroy target land.	UD
Goblin Hero	20
Creature — Goblin	2/2
	5E-6E
Goblin King	00
Creature - Lord	2/2
	E-6E
Goblin Lackey	2
Creature — Goblin	1/1
Whenever Goblin Lackey deals damage to a player, you	
a Goblin card from your hand into play.	US
Goblin Marshal 4	00
Creature - Goblin	3/3
Echo. Whenever Goblin Marshal comes into play or is p	ut into a
graveyard from play, put two 1/1 red Goblin creature to	
into play.	UD
Goblin Masons	00
Creature — Goblin	2/1
When Goblin Masons is put into a graveyard from play,	
target Wall.	UD
Goblin Matron	20
Creature — Goblin	1/1
When Goblin Matron comes into play, you may search y	OUT 'A
library for a Goblin card. If you do, reveal that card and	
	US,P2
Goblin Medics Creature – Goblin	1/1
Whenever Goblin Medics becomes tapped, it deals 1 da	
target creature or player.	UL.
0.111 011 1	-
Sorcery	99
Put X 1/1 red Goblin creature tokens into play.	US
Goblin Patrol	9
Creature — Goblin	2/1
Echo.	US
Goblin Raider	90.50
Creature — Goblin	2/2
Goblin Raider can't block.	US
Goblin Recruiter Creature - Goblin	1/1
When Goblin Recruiter comes into play, search your libi	
any number of Goblin cards. Reveal those cards, then s	
your library and put them on top of it.	VI,6E
Goblin Spelunkers	20
Creature — Goblin	2/2
Mountainwalk.	US
Goblin War Buggy	00
Creature - Goblin	2/2
Haste, echo.	US
Goblin Warrens	20
Enchantment	-
2 @, Sacrifice two Goblins: Put three 1/1 red Goblin	creature
tokens into play. FE,	SE-BE
Goblin Welder	9
Creature — Goblin	1/1
: Exchange target artifact a player controls for targe	t arti-
fact card in that player's graveyard.	UL
Granite Grip	20
Enchant Creature	
Enchanted creature gets +1/+0 for each mountain you	
	UL
Guma	20
Creature - Cat	2/2
Protection from blue.	US
	99
Sorcery	
Hammer of Bogardan deals 3 damage to target creature	
player. 2 2 2 : Return Hammer of Bogardan to yo	
hand. Play this ability only during your upkeep and only	
	AR,6E
Headlong Rush	10
Instant Attacking creatures gain first strike until end of turn.	US
Heat Ray	Z S
Instant Heat Ray deals X damage to target creature.	US
Hulking Cyclops Creature – Giant	5/5
	6E,P1
a standard and a standard	

Hulking Ogre
Creature — Ogre
Hulking Ogre can't block.

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Illicit Auction 3 @	00		
Sorcery Fach placer may bid life for control of ternet construct You		Instant	46-
Each player may bid life for control of target creature. You begin the bidding at O. Proceeding in turn order, each play		X target blocked creatures deal combat damage as though weren't blocked.	US
may top the high bid. The auction ends when the high bid		_	0
stands. The high bidder loses life equal to the high bid and gains control of the creature.	R.SE	Instant	
	1,OL	Choose one — Parch deals 2 damage to target creature of player, or Parch deals 4 damage to target blue creature.	
Enchantment	b bB	Pillage	
At the end of each player's turn, if that player didn't play a		Sorcery	
spell that turn, Impatience deals 2 damage to him or her. Impending Disaster	UU	Destroy target artifact or land. It can't be regenerated. Al	,6E
Enchantment			
At the beginning of your upkeep, if there are seven or more I		CREATURE FEA	T
in play, sacrifice Impending Disaster to destroy all lands.	UL	CHLATORL ILA	1
Incendiary Enchant Creature	9		
At the beginning of your upkeep, you may put a fuse count	ter on	A CAC	
Incendiary. When enchanted creature is put into a graveyar			
Incendiary deals X damage to target creature or player, wh X is the number of fuse counters on Incendiary.	UD		
Inferno 5 @	6		
Instant	1		
Inferno deals 6 damage to each creature and each player.	GE		
Jagged Lightning 3 0			
Sorcery			M
Jagged Lightning deals 3 damage to target creature and 3			
	US		K
Jokulhaups 4 3 Sorcery	0	1	1
Destroy all artifacts, creatures, and lands. They can't be re		THE PERSON NAMED IN	-
erated. IA,5E-			10
Keldon Champion 2 © Creature – Barbarian	3/2	The second second	1
Echo, haste. When Keldon Champion comes into play, it de		TO VOICE OF THE PARTY OF THE PA	
damage to target player.	UD		
	2		1
Creature — Townsfolk Echo. When Keldon Vandals comes into play, destroy target	4/1		
artifact.	UD	Duamy Durneaus	
Landslide	9	Pygmy Pyrosaur Creature – Lizard	1/1
Sorcery Sacrifice any number of mountains. Landslide deals that m	nuch	Pygmy Pyrosaur can't block. 3: Pygmy Pyrosaur gets +1	/+0
	UD	until end of turn.	UL
Last-Ditch Effort	0	Pyromancy 2 4 Enchantment	9
Instant	that	3. Discard a card at random from your hand: Pyromancy	
Sacrifice any number of creatures. Last-Ditch Effort deals t much damage to target creature or player.		deals to target creature or player damage equal to the con	nvert
	9	ed mana cost of the discarded card. Pyrotechnics 4	UL
Sorcery		Sorcery	9
	UL	Pyrotechnics deals 4 damage divided as you choose amon	
Sorcery 3	9	number of target creatures and/or players. LE,4E-5E	
Cycling 2. Destroy target land.	US	Rack and Ruin	9
	9	Destroy two target artifacts.	UL
Instant Lightning Blast deals 4 damage to target creature or player	r.	Raging Goblin	9
	,6E	Creature - Goblin Haste. EX.6E.P1-	1/1 -P2
Lightning Dragon 2 @		Rain of Salt	
	4/4 of	Sorcery	-
Flying, echo. ② : Lightning Oragon gets +1/+0 until end of turn.	US	Destroy two target lands.	US
Manabarbs 3	9	Raze	9
Enchantment		Sorcery As an additional cost to play Raze, sacrifice a land, Destro	V
Whenever a player taps a land for mana, Manabarbs deals damage to him or her. 1E-	1 -6E	target land.	US
Mark of Fury	30	Reckless Abandon	9
Enchant Creature	•	Sorcery As an additional cost to play Reckless Abandon, sacrifice a	
Enchanted creature has haste. At end of turn, return Mark		AS an additional cost to play neckless Abandon, sacrifice a creature. Reckless Abandon deals 4 damage to target crea	
	UD	or player.	UD
Mertdown Sorcery	9		9
Destroy each artifact with converted mana cost X or less.	US	Creature - Wizard 1 2: Reckless Embermage deals 1 damage to target cre	2/2
Molten Hydra 1	9	ture or player and 1 damage to itself.	
	1/1	Reflexes	9
1 2: Put a +1/+1 counter on Molten Hydra. Rei all +1/+1 counters from Molten Hydra: Molten Hydra deal:		Enchant Creature	
damage to target creature or player, where X is the number	r of	Enchanted creature has first strike.	US
	UL	Relentless Assault 2 @	9
Mountain Goat Creature – Goat	1/1	Untap all creatures that attacked this turn. You get an add	
Mountainwalk. IA,5E-6E		al combat phase followed by an additional main phase this	3
0kk 1	9	Renercussion VI,68	
Creature — Goblin	4/4	Repercussion 1 2 Enchantment	9
Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater pow		Whenever a creature is dealt damage, Repercussion deals	
	US		UD
Orcish Artillery		Retromancer Creature - Viashino	
	1/3	Whenever Retromancer becomes the target of a spell or al	3/3 bility
©: Orcish Artillery deals 2 damage to target creature or er and 3 damage to you.		Retromancer deals 3 damage to that spell or ability's con-	
0 11 0 10	000	troller.	US
Enchantment	100		
Attacking creatures you control get +1/+0.	-6E		

Outmaneuver Instant	2 0
X target blocked creatures deal combat damage as thougweren't blocked.	h the
Parch Instant	10
Choose one — Parch deals 2 damage to target creature player, or Parch deals 4 damage to target blue creature.	
Sorcery Destroy target artifact or land. It can't be regenerated. A	-
CREATURE FEA	T
	×



ant ryget blocked creatures deal combat damage as though they but blocked. TCh 10 ant sose one — Parch deals 2 damage to target creature or er, or Parch deals 4 damage to target blue creature. Lage 10 3 are reperted. AL,6E arroy target artifact or land. It can't be regenerated. AL,6E	Enchantment At the beginning of each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her. **Rumbling Crescendo** Enchantment At the beginning of your upkeep, you may put a verse counter on Rumbling Crescendo. **S. Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo. US
CREATURE FEATU	IRE:
	2//
	Saprazzan Breaker Length: 25'-30' long Weight: 4 tons Home Plane: Mercadia, specifically Saprazzo
	Details: Saprazzo's elite warrior caste takes the merfolk's native ability to morph between tails and human legs one step further. Breakers have been permanently, magically transformed into massive, killer
gmy Pyrosaur ture — Lizard 1/1 1/1 y Pyrosaur can't block. : Pygmy Pyrosaur gets +1/+0 end of turn.	whale-sized warriors who act as battleships as well as shore assault troops. The Breaker's unexpected ability to pursue its enemines onto dry land has surprised many a Richardan pirate and kept many a

Rivalry Enchantm

34 55	- State
Sabretooth Tiger	26
Creature - Tiger	2/
First strike.	IA,5E-6
Scald	00
Enchantment	d deals 4
Whenever a player taps an island for mana, Scal damage to that player.	o deals 1
Scent of Cinder	0.6
Sorcery	
Reveal any number of red cards in your hand. So	ent of Cinde
deals X damage to target creature or player, whe	
number of cards revealed this way.	U
Scoria Wurm	44
Creature — Wurm	7/
At the beginning of your upkeep, flip a coin. If yo	
return Scoria Wurm to its owner's hand.	U
Scrap	26
Instant	
Cycling 2. Destroy target artifact.	U
Shatter	04
Instant	
	A,TE,1E-6
Shatterstorm	200
Sorcery Destroy all artifacts. They can't be regenerated.A	O DE EE
Shiv's Embrace	
Finchant Creature	200
Enchanted creature gets +2/+2 and has flying.	- Enchants
creature gets +1/+0 until end of turn.	U. Lindinghite
Shivan Hellkite	500
Creature — Dragon	5/
Flying. 1 @: Shivan Hellkite deals 1 damage to	target crea-
ture or player.	U
Shivan Phoenix	400
Creature — Phoenix	3/
Flying. When Shivan Phoenix is put into a gravey: return Shivan Phoenix to its owner's hand.	ard from play
Shivan Raptor	20
Creature — Lizard	3/
First strike, haste, echo.	U
Shock	0
Instant	
Shock deals 2 damage to target creature or plays	er. SH,61

Rishadan undertaker busy.

Observed of Osserles
Shower of Sparks
Instant Shower of Sparks deals 1 damage to target creature and 1
damage to target player. US
Sluggishness Enchant Creature
Enchanted creature can't block. When Sluggishness is put into a
graveyard from play, return Sluggishness to its owner's hand. UL Sneak Attack 3 3
Enchantment
Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end
of turn. US
Sowing Salt 2 2 3
Remove target nonbasic land from the game. Search its con-
troller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his
or her library.
Spitting Drake Creature - Drake 2/2
Flying. ②: Spitting Drake gets +1/+0 until end of turn. No
more than a can be spent this way each turn. VI,6E Spitting Earth
Sorcery
Spitting Earth deals to target creature damage equal to the number of mountains you control. MR,6E,P1-P2
Steam Blast 2 9
Sorcery Steam Blast deals 2 damage to each creature and each player.
US
Stone Rain 2 0
Sorcery Destroy target land. IA,MR,TE,1E-6E,P1-P2
Sulfuric Vapors
Enchantment If a red spell would deal damage to a creature or player, it
deals that much damage plus 1 to that creature or player
instead. US Talruum Minotaur 2 3 3
Creature — Minotaur 3/3
Haste. MR,6E
TI
Thundering Giant 3 3 3 Creature – Giant 4/3
Thundering Giant Creature — Giant Haste. Creature → Giant US
Thundering Giant Creature – Giant Hastre. US Torch Song Enchantment
Thundering Giant Creature – Giant Haste. US Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter
Thundering Giant Creature – Giant Haste. 473 Haste. 198 Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 ♣, Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number
Thundering Giant Creature – Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 ②, Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US
Thundering Giant Creature — Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery
Thundering Giant Creature — Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 . Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery Tremor deals 1 damage to each creature without flying, VI,6E,P2
Thundering Giant Creature — Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery
Thundering Giant Creature — Giant Haste. 4/3 Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery Tremor deals 1 damage to each creature without flying, VI,6E,P2 Trumpet Blast Instant Attacking creatures get +2/+0 until end of turn. UD
Thundering Giant Creature — Giant Haste. 103 Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 . Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. 105 Tremor Sorcery Tremor deals 1 damage to each creature without flying VI, EE, P2 Trumpet Blast Instant
Thundering Giant Creature — Giant #473 Haste. 473 Haste. 473 Haste. 473 Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcary Tremor deals 1 damage to each creature without flying VI,6E,P2 Trumpet Blast Instant Attacking creatures get +2/+0 until end of turn. UD Vertigo Instant Netrigo deals 2 damage to target creature with flying, It losses
Thundering Giant Creature — Giant
Thundering Giant Creature — Giant
Thundering Giant Creature — Giant 4/3 Haste. 4/3 Haste. US Torch Song 2 → Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 →, Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery Tremor deals 1 damage to each creature without flying VI,6E,P2 Trumpet Blast Instant Vertigo Instant UD Vertigo Instant Verligo deals 2 damage to target creature with flying, It loses flying until end of turn. Viashino Bey 2 → 3
Thundering Giant Creature — Giant
Thundering Giant Creature — Giant 4/3 Haste. 4/3 Haste. 4/3 Haste. 4/3 Forch Song 5/2 Enchantment 4/7 At the beginning of your upkeep, you may put a verse counter on Torch Song. 5/2 A scarifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. 5/2 Tremor 5/2 Sorcery Tremor deals 1 damage to each creature without flying, VI,6E,P2 Trumpet Blast Instant 4/3 Hastart 4/3 Hastart 4/3 Hastart 4/3 Hastart 4/3 Hastart 4/3 Hastart 4/7 Hastart 4/
Thundering Giant Creature — Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. Enchantment At the beginning of your upkeep, you may put a verse counter of Works Song. US Tremor Sorcery Tremor deals 1 damage to each creature without flying, VI,6E,P2 Trumpet Blast Instant Attacking creatures get +2/+0 until end of turn. UD Vertigo Instant Attacking creatures get +2/+0 until end of turn. UD Vertigo Instant IA,6E Viashino Bey Creature — Viashino If Viashino Bey attacks, all creatures you control attack if able. UL Viashino Cutthroat Creature — Viashino Luthroat Creature — Viashino Luthroat Creature — Viashino UL
Thundering Giant Creature — Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 Sacrifice Torch Song. Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery Tremor deals 1 damage to each creature without flying VI, EE, P2 Trumpet Blast Instant Attacking creatures get +2/+0 until end of turn. UD Vertigo Instant Vertigo deals 2 damage to target creature with flying, It loses flying until end of turn. Viashino Bey Creature — Viashino If Viashino Bey attacks, all creatures you control attack if able. UViashino Cutthroat Creature — Viashino Haste, At end of turn, return Viashino Cutthroat to its owner's hand. UViashino Heretic
Thundering Giant Creature — Giant 4/3 Haste. 4/3 Haste. 4/3 Haste. 5 Torch Song 2 → Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song, 2 → Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery Tremor Blast 1 damage to each creature without flying, VI,6E,P2 Trumpet Blast 1 hatacking creatures get +2/+0 until end of turn. UD Vertigo 1 lastant Attacking creatures get +2/+0 until end of turn. UD Vertigo 2 → Mastant US Viashino Bey 2 → Mastant If Viashino Bey attacks, all creatures you control attack if about 1 lastant UL Viashino Cutthroat 2 → Mastant 1 lastant UL Viashino Cutthroat 2 → Mastant 1 lastant UL Viashino Heretic 1
Thundering Giant Creature — Giant
Thundering Giant Creature — Giant Haste. Torch Song Enchantment At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 Sacrifice Torch Song. Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. US Tremor Sorcery Tremor deals 1 damage to each creature without flying VI,6E,P2 Trumpet Blast Instant Attacking creatures get +2/+0 until end of turn. UD Vertigo Instant Vertigo deals 2 damage to target creature with flying, It loses flying until end of turn. Viashino Bey Creature — Viashino If Viashino Bey attacks, all creatures you control attack if able. UL Viashino Cutthroat Creature — Viashino UL Viashino Heretic Creature — Viashino U S. Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted ed mana cost. UL Viashino Outrider Creature — Viashino UL Viashino

10

2/1

UL

US

4/2 MR.6E

30

Viashino Sandscout

Viashino Sandswimmer

Creature — Viashino **②**: Flip a coin. If you win the flip, return Viashino

Haste. At end of turn, return Viashino Sandscout to its owner's

Sandswimmer to its owner's hand. If you lose the flip, sacrifice

Creature - Viashino

Viashino Sandswimmer.

Creature - Viashino

Viashino Warrior

THE DUELIST ORACLE PLAYER'S GUIDE

	OKHCLL PLHIL	K 5 GOIDE	
Viashino Weaponsmith 3 @	Capashen Standard *	Erase *	Knighthood 2 *
Creature — Viashino 2/2 Whenever Viashino Weaponsmith becomes blocked, it gets	Enchant Creature Enchanted creature gets +1/+1. ②, Sacrifice Capashen	Instant	Enchantment
+2/+2 until end of turn for each creature blocking it. US	Standard: Draw a card.	Remove target enchantment from the game. Label 1	Creatures you control have first strike. Light of Day 3 **
Volcanic Dragon Creature — Dragon 4/4	Capashen Templar 2 *	Creature — Avatar 3/4	Enchantment
Creature – Dragon 4/4 Flying, haste. MR,6E,P1	Creature — Knight 2/2 *: Capashen Templar gets +0/+1 until end of turn. UD	Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn. MR,6E	Black creatures can't attack or block. TE,6E Longbow Archer **
Volcanic Geyser x 🌣	Castle 3*	Exile 2*	Longbow Archer ** Creature – Soldier 2/2
Instant Volcanic Geyser deals X damage to target creature or player.	Enchantment Untapped creatures you control get +0/+2. 1E-6E	Instant Remove target nonwhite attacking creature from the game. You	First strike. Longbow Archer may block as though it had flying.
MR,6E	Catastrophe 4 **	gain life equal to its toughness. AL,6E	Martyr's Cause VI,6E
Vug Lizard 1 3 3/4	Sorcery Destroy all lands or all creatures. Creatures destroyed this way	Expendable Troops **	Enchantment
Mountainwalk, echo. US	can't be regenerated.	Creature — Soldiers 2/1 • Sacrifice Expendable Troops: Expendable Troops deals 2	Sacrifice a creature: The next time a source of your choice would deal damage to target creature this turn, prevent that
Wake of Destruction	Celestial Dawn	damage to target attacking or blocking creature.	damage. UL
Sorcery Destroy target land and all lands with the same name as that	Enchantment Nonland cards you own that aren't in play are white. Nonland	Faith Healer Creature - Cleric 1/1	Mask of Law and Grace *
land. UD	permanents you control are white. Lands you control are	Sacrifice an enchantment: You gain life equal to its converted	Enchanted creature has protection from black and protection
Wall of Fire Creature – Wall 0/5	plains. Colored mana symbols on all those cards and permanents are ☀. MR,6E	mana cost. US False Prophet 2 **	from red. UD Master Healer 4 *
②: Wall of Fire gets +1/+0 until end of turn. 1E−6E	Cessation 2*	Creature - Cleric 2/2	Creature - Cleric 1/4
Wild Colos Creature - Beast 2/2	Enchant Creature Enchanted creature can't attack. When Cessation is put into a	When False Prophet is put into a graveyard from play, remove all creatures from the game.	©: Prevent the next 4 damage that would be dealt to target creature or player this turn.
Haste. UD	graveyard from play, return Cessation to its owner's hand. UL	Fend Off	Mesa Falcon
Wildfire 4 0 0	Clear Instant	Instant	Creature — Bird 1/1
Sorcery Each player sacrifices four lands. Wildfire deals 4 damage to	Cycling 2. Destroy target enchantment.	Cycling 2. Prevent all combat damage that would be dealt by target creature this turn.	Flying. ① ★: Mesa Falcon gets +0/+1 until end of turn. HL,5E-6E
each creature.	Congregate 3 *	Field Surgeon *	Monk Idealist 2*
F D F F F F F F F F F F F F F F F F F F	Instant Target player gains 2 life for each creature in play. US	Creature - Cleric 1/1 Tap an untapped creature you control: Prevent the next 1 dam-	Creature - Cleric 2/2 When Mank Idealist comes into play return target enchantment
WHITE	CoP: Black	age that would be dealt to target creature this turn.	When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand.
Absolute Grace **	Enchantment The part time a black course of your choice would deal	Flicker 1*	Monk Realist
Enchantment	1): The next time a black source of your choice would deal damage to you this turn, prevent that damage. IA,TE,1E-6E	Sorcery Remove target nontoken permanent from the game, then return	Creature — Cleric 1/1 When Monk Realist comes into play, destroy target enchant-
All creatures have protection from black. US Absolute Law	CoP: Green	it to play under its owner's control.	ment. US
Enchantment	Enchantment 1: The next time a blue source of your choice would deal	Glorious Anthem • ** Forchantment	Mother of Runes Creature – Cleric 1/1
All creatures have protection from red. US	damage to you this turn, prevent that damage. IA,TE,1E-6E	Creatures you control get +1/+1.	©: Target creature you control gains protection from the color
Academy Rector 3 * Creature - Cleric 1/2	CoP: Red	Healing Salve *	of your choice until end of turn.
When Academy Rector is put into a graveyard from play, you	1): The next time a green source of your choice would deal	Choose one — Target player gains 3 life, or prevent the next 3	Opal Acrolith Enchantment
may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into	damage to you this turn, prevent that damage. IA,TE,1E-6E CoP: Blue	damage that would be dealt to target creature or player this turn. MR.US.1E—6E	Whenever an opponent plays a creature spell, if Opal Acrolith is
play. Then shuffle your library.	COP: Blue Enchantment	turn. MR,US,1E-6E Heavy Ballista 3 *	an enchantment, Opal Acrolith becomes a 2/4 Guardian creature. O : Opal Acrolith becomes an enchantment. US
Angelic Chorus 3 **	1): The next time a red source of your choice would deal damage to you this turn, prevent that damage. IA,TE,1E-6E	Creature — Soldier 2/3	Opal Archangel 4 *
Whenever a creature comes into play under your control, you	CoP: White	 Heavy Ballista deals 2 damage to target attacking or blocking creature. WL,6E	Enchantment When an opponent plays a creature spell, if Opal Archangel is
gain life equal to its toughness. Angelic Curator	Enchantment	Herald of Serra 2**	an enchantment, Opal Archangel becomes a 5/5 Angel creature
Creature - Spirit 1/1	1): The next time a white source of your choice would deal damage to you this turn, prevent that damage. IA,TE,1E-6E	Creature — Angel 3/4 Flying, echo. Attacking doesn't cause Herald of Serra to tap.US	with flying. Attacking doesn't cause it to tap. Opal Avenger 2 **
Flying, protection from artifacts. Angelic Page	Crusade **	Hero's Resolve	Enchantment
Creature - Spirit 1/1	Enchantment White creatures get +1/+1. 1E-GE	Enchant Creature Enchanted creature gets +1/+5. TE.6E	When you have 10 life or less, if Opal Avenger is an enchant- ment, Opal Avenger becomes a 3/5 Guardian creature.
Flying. ©: Target attacking or blocking creature gets +1/+1 until end of turn.	Daraja Griffin 3*	Hope and Glory	Opal Caryatid *
Animate Wall	Creature — Griffin 2/2 Flying. Sacrifice Daraja Griffin: Destroy target black creature.	Instant Untap two target creatures. Each of them gets +1/+1 until end	Enchantment When an opponent plays a creature spell, if Opal Caryatid is an
Enchant Creature Enchanted creature may attack as though it weren't a Wall.1E—GE	VI,6E	of turn.	enchantment, Opal Caryatid becomes a 2/2 Soldier creature. US
Archangel 5 **	D'Avenant Archer 2 *	Humble •	Opal Champion 2 *
Creature - Angel 5/5	Creature — Soldier 1/2 Cycling ②. Protection from black. LE,CH,5E-6E	Instant Target creature loses all abilities and becomes 0/1 until end of	When an opponent plays a creature spell, if Opal Champion is
Flying. Attacking doesn't cause Archangel to tap.VI,6E,P1-P2 Archery Training *	Defender of Law 2 *	turn. US	an enchantment, Opal Champion becomes a 3/3 Knight crea-
Enchant Creature	Creature — Knight You may play Defender of Law any time you could play an	Icatian Town 5 *	Opal Gargoyle UL Opal Gargoyle
At the beginning of your upkeep, you may put an arrow counter on Archery Training. Enchanted creature has ". This creature	instant. Protection from red. UL	Put four 1/1 white Citizen creature tokens into play. FE,5E-6E	Enchantment
deals X damage to target attacking or blocking creature, where	Defensive Formation * Enchantment	Infantry Veteran * Creature - Soldier 1/1	When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature
X is the number of arrow counters on the Archery Training enchanting this creature."	Instead of the attacking player, you choose how creatures	❖: Target attacking creature gets +1/+1 until end of turn.	with flying. US
Ardent Militia 4 *	attacking you deal combat damage. US Devout Harnist	VI,6E	Opal Titan Enchantment
Creature — Soldier 2/5	Devout Harpist Creature – Townsfolk 1/1	Intrepid Hero Creature - Soldier 2 * 1/1	When an opponent plays a creature snell, if Onal Titan is an
Attacking doesn't cause Ardent Militia to tap. WL,6E Armageddon 3 *	: Destroy target enchant creature.	②: Destroy target creature with power 4 or greater.	enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors.
Sorcery	Disciple of Grace 1* Creature - Cleric 1/2	Iron Will	Opalescence 2**
Destroy all lands. 1E-6E,P1-P2 Armored Pegasus	Cycling 2. Protection from black. US	Cycling 2. Target creature gets +0/+4 until end of turn. UL	Enchantment Each other global enchantment is a creature with power and
Creature — Pegasus 1/2	Disciple of Law Creature – Cleric 1/2	Jasmine Seer 3 *	toughness each equal to its converted mana cost. It's still an
Flying. TE,6E,P1	Creature — Cleric 1/2 Cycling 2. Protection from red. US	Creature — Wizard 1/1 2 ★, �: Reveal any number of white cards in your hand.	enchantment. UD
Blessed Reversal 1 *	Disenchant 0 *	You gain 2 life for each card revealed this way.	Order of the Sacred Torch Creature – Paladin 2/2
You gain 3 life for each creature attacking you.	Instant Destroy target artifact or enchantment.IA,MR,TE,US,1E-6E	Karmic Guide Creature – Spirit 2/2	©, Pay 1 life: Counter target black spell. IA,5E–6E
Brilliant Halo Enchant Creature	Divine Transformation 2 **	Flying, protection from black, echo. When Karmic Guide comes	Pacifism Enchant Creature
Enchanted creature gets +1/+2. When Brilliant Halo is put into	Enchant Creature Enchanted creature gets +3/+3. LE.4E-6E	into play, if you played it from your hand, return target creature card from your graveyard to play.	Enchanted creature can't attack or block. MR,TE,US,6E
a graveyard from play, return Brilliant Halo to its owner's hand.	Ekundu Griffin 3 *	Kismet 3 *	Pariah 2 *
Burst of Energy *	Creature — Griffin 2/2	Enchantment	Enchant Creature All damage that would be dealt to you is dealt to enchanted
Instant	Flying, first strike. MR,6E Elite Archers 5 *	Artifacts, creatures, and lands your opponents control come into play tapped. LE,5E-6E	creature instead.
Untap target permanent. Capashen Knight	Creature — Soldier 3/3	Kjeldoran Royal Guard 3 **	Path of Peace 3 *
Creature - Knight 1/1	②: Elite Archers deals 3 damage to target attacking or blocking creature.	Creature — Soldier 2/5 Soldier: 2/5 All combat damage that would be dealt to you by	Destroy target creature. Its owner gains 4 life. US,P1-P2
First strike. 1 *: Capashen Knight gets +1/+0 until end of turn.	Enlightened Tutor	unblocked creatures this turn is dealt to Kjeldoran Royal Guard	Peace and Quiet **
00	Instant Search your library for an artifact or enchantment card and reveal	instead. IA,5E-6E	Destroy two target enchantments.
	that card. Shuffle your library, then put the card on top of it. MR,6E		

Pearl Dragon Creature – Dragon	4 **	E
Flying. ① ★: Pearl Dragon gets +0/+1 until end		(
Pegasus Charger	2*	I
Creature — Pegasus	2/1	E
Flying, first strike. Planar Birth	US 1*	(
Sorcery Return all basic land cards from all graveyards to	olav under	-
their owners' control, tapped.	US	4
Planar Collapse Enchantment	1*	0
At the beginning of your upkeep, if there are four of tures in play, sacrifice Planar Collapse to destroy a They can't be regenerated.		EVI
Presence of the Master Enchantment	3*	-
Whenever a player plays an enchantment spell, cor Purify	unter it. US	1
Sorcery	UL	
Destroy all artifacts and enchantments. Radiant, Archangel	3**	1000
Creature — Legend	3/3	1
Flying. Attacking doesn't cause Radiant, Archangel Radiant gets +1/+1 for each other creature with		1
Radiant's Dragoons	3*	1
Creature — Soldier Echo. When Radiant's Dragoons comes into play, yo		1
life. Radiant's Judgment	UL 2*	1
Instant Cycling 2. Destroy target creature with power 4		1
Redeem Instant	or greater.UL	-
The next time damage would be dealt to one or tw		1
creatures this turn, prevent that damage. Regal Unicorn	US	1
Creature - Unicorn	2 * 2/3	1
	6E,P1	-
Reliquary Monk	2*	1
Creature — Cleric When Reliquary Monk is put into a graveyard from	2/2 play, destroy	-
target artifact or enchantment.	UD	1
Remedy	1*	
Prevent the next 5 damage that would be dealt thi		
number of target creatures and/or players, divided choose.	VI,6E	-
Remembrance	3*	1
Enchantment Whenever a nontoken creature you control is put i		
yard from play, you may search your library for a creature card. If you do, reveal the card and put it		1
hand. Then shuffle your library.	US	
Replenish Sorcery	3*	
Return all enchantment cards from your graveyard (Local enchantments with no permanent to encha		
your graveyard.)	UD	-
Reprisal	0*	
Destroy target creature with power 4 or greater. It		1
regenerated. Resistance Fighter	AL,6E	
Creature — Soldier	1/1	
Sacrifice Resistance Fighter: Prevent all combat d would be dealt by target creature this turn.	amage that VI,6E	
Reverse Damage	0**	
Instant The next time a source of your choice would deal	damane to	
you this turn, prevent that damage. You gain life e	equal to the	
damage prevented this way. RoP: Artifacts	1E-6E	
Enchantment		
Cycling (2). *: The next time an artifact source choice would deal damage to you this turn, prever		
age.	US	
RoP: Black Enchantment	1*	
Cycling 2. *: The next time a black source of would deal damage to you this turn, prevent that		
RoP: Green	0*	
Enchantment Cycling 2. *: The next time a blue source of y would deal damage to you this turn, prevent that		
RoP: Lands	ualilaye. US	
Enchantment		
Cycling 2. *: The next time a green source of would deal damage to you this turn, prevent that RoP: Red	damage. US	
Enchantment		
Cycling 2. *: The next time a land source of would deal damage to you this turn, prevent that		

RoP: Blue Enchantment	0*
Cycling 2. *: The next time a red source of your chi would deal damage to you this turn, prevent that damage	
RoP: White Enchantment	1)*
Cycling 2. *: The next time a white source of your of would deal damage to you this turn, prevent that damage	
Samite Healer Creature – Cleric	1/1
<code-block>: Prevent the next 1 damage that would be dealt to 1</code-block>	
Sanctimony	1*
Enchantment Whenever an opponent taps a mountain for mana, you n 1 life.	nay gain
Sanctum Custodian Creature – Cleric	2 *
©: Prevent the next 2 damage that would be dealt to 1 creature or player this turn.	
Sanctum Guardian 1	**
Creature — Soldier Sacrifice Sanctum Guardian: The next time a source of choice would deal damage to target creature or player t	
turn, prevent that damage.	US
Scent of Jasmine Instant	*
Reveal any number of white cards in your hand. You gai for each card revealed this way.	n 2 life UD
Scour 2	**
Remove target enchantment from the game. Search its troller's graveyard, hand, and library for all copies of th and remove them from the game. That player then shuff	at card
or her library. Seasoned Marshal 2	UD **
Creature — Soldier Whenever Seasoned Marshal attacks, you may tap targe	2/2
ture. Serenity	US 1 *
Enchantment At the beginning of your upkeep, destroy all artifacts an	pailes
enchantments. They can't be regenerated.	NL,6E
Serra Advocate Creature — Angel Flying. �: Target attacking or blocking creature gets a until end of turn.	2/2
Serra Avatar 4 ★ Creature – Avatar	**
Serra Avatar's power and toughness are each equal to total. If Serra Avatar would be put into a graveyard from	any-
where, shuffle Serra Avatar into its owner's library inste Serra Zealot	*
Creature — Soldier First strike.	1/1 US
Serra's Embrace 2 Enchant Creature	**
Enchanted creature gets +2/+2 and has flying. Attackin't cause enchanted creature to tap.	ng does- US
Serra's Hymn Enchantment	*
At the beginning of your upkeep, you may put a verse on Serra's Hymn. Sacrifice Serra's Hymn: Prevent up to	
age total that would be dealt this turn to any number o creatures and/or players, divided as you choose, where	f target
number of verse counters on Serra's Hymn.	US **
Enchantment At the beginning of your upkeep, you may put a verse of	
on Serra's Liturgy. *, Sacrifice Serra's Liturgy: Destro X target artifacts and/or enchantments, where X is the	y up to
of verse counters on Serra's Liturgy. Serra's Blessing	US D*
Enchantment	WL.6E
Shimmering Barrier Creature – Wall	1/3
Cycling 2. First strike.	US
Silent Attendant Creature - Cleric	0/2
❖: You gain 1 life. Solidarity	US 3 *
Instant Creatures you control get +0/+5 until end of turn.	UD
Songstitcher Creature – Cleric	* 1/1
*: Prevent all combat damage that would be dealt turn by target attacking creature with flying.	
Soul Sculptor	2*
Creature — Townsfolk 1 ★, ❖: Target creature becomes an enchantment	
loses all abilities until a player plays a creature spell.	US

<mark>Spirit Link</mark> Enchant Creature Whenever enchanted creature deals damage, you gai	* in that
	E,4E-6E
Standing Troops	2*
Creature — Soldier Attacking doesn't cause Standing Troops to tap.	1/4
Staunch Defenders	EX,6E
Creature — Soldier	3/4
When Staunch Defenders comes into play, you gain 4 l	
Sunweb Creature – Wall	3 *
Flying. Sunweb can't block creatures with power 2 or	
Sustainer of the Realm	2**
Creature — Angel Flying. Whenever Sustainer of the Realm blocks, it g until end of turn.	2/3 ets +0/+2 UL
Tariff	0*
Sorcery	
Each player sacrifices the creature he or she control highest converted mana cost unless he or she pays ture's mana cost. If two creatures a player controls highest cost, that player chooses one.	that crea-
Tethered Griffin	*
Creature — Griffin Flying. When you control no enchantments, sacrifice	
Griffin.	UD
Tormented Angel Creature – Angel	3 *
Flying.	UD
Tragic Poet	*
Creature — Townsfolk �, Sacrifice Tragic Poet: Return target enchantmen your graveyard to your hand.	1/1 it card from UL
Tundra Wolves	*
	1/1 .E,4E-6E
Unyaro Griffin	3 *
Creature — Griffin Flying. Sacrifice Unyaro Griffin: Counter target red in sorcery spell.	2/2 nstant or MR,6E
Venerable Monk	2*
Creature — Cleric When Venerable Monk comes into play, you gain 2 I	
Voice of Duty	SH,6E,P1
Creature — Angel	2/2
Flying, protection from green.	UD
Voice of Grace Creature – Angel	3 *
Flying, protection from black.	US
Voice of Law	3 *
Creature — Angel	2/2
Flying, protection from red. Voice of Reason	3 *
Creature - Angel	2/2
Flying, protection from blue.	UD
Wall of Glare	0/5
Creature — Wall Wall of Glare may block any number of creatures ea	
Wall of Swords	3 *
	3/5 E-6E,P1
Warmth Enchantment	1 *
Whenever an opponent plays a red spell, you gain 2 Warrior's Honor	life.TE,6
Instant Creatures you control get +1/+1 until end of turn.	VI,68
Waylay	2*
Instant Play only during combat. Put three 2/2 white Knight tokens into play. Remove them from the game at en US	
Worship Enchantment	3 *
Damage that would reduce your life total to less that reduces it to 1 instead if you control a creature.	en 1
Wrath of God Sorcery	2 **
Destroy all creatures. They can't be regenerated.	E-6E,P1
1 1	





CLASSIC (TYPE I) BANNED* Amulet of Quoz Bronze Tablet Channel Chaos Orb Contract from Below Darkpact
Demonic Attorney
Falling Star
Jeweled Bird
Memory Jar
Mind Twist Rebirth Tempest Efreet Timmerian Fiends

CLASSIC (TYPE I) RESTRICTED Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser Crop Rotation Demonic Tutor Doomsday Dream Halls Enlightened Tutor Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Library of Alexandria Lorary of Alexand
Lotus Petal
Mana Crypt
Mana Vault
Mind Over Matter
Mox Diamond
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Mystical Tutor Mox Sapphire
Mystical Tutor
Recall
Regrowth
Sol Ring
Strip Mine
Stroke of Genius
Time Spiral
Time Walk
Timetwister
Tinker Tolarian Academy Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will

(TYPE 1.5) BANNED* Amulet of Quoz Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser
Bronze Tablet
Channel
Chaos Orb
Contract from Below Crop Rotation
Darkpact
Demonic Attorney
Demonic Tutor Doomsday Dream Halls Enlightened Tutor Falling Star Fastbond
Fork
Frantic Search
Grim Monolith
Hurkyl's Recall
Jeweled Bird Library of Alexandria
Lotus Petal
Mana Crypt
Mana Crypt Mana vaus Memory Jar Memory Matter Mind Over Man Mind Twist Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Rebirth

CLASSIC-RESTRICTED

Recall Recall
Regrowth
Sol Ring
Strip Mine
Stroke of Genius
Tempest Efreet
Time Spiral
Time Walk
Timetwister
Timmerian Fiends Tolarian Academy Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will Zuran Orb

EXTENDED BANNED* Any cards from the follow-ing limited-edition expan-sions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise: Antiquities Antiquities Arabian Nights Legends
Limited
Revised Edition
The Dark
Unlimited

However, the ten cards listed below, commonly called "dual lands," will continue to be allowed: Badlands Taiga
Tropical Island
Tundra
Underground Sea
Volcanic Island

The following individual cards are also banned in Extended format: Balance
Black Vise
Channel
Demonic Tutor Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Land Tax Lotus Petal
Mana Crypt
Maze of Ith
Memory Jar
Mind Over Matter
Mind Twist Mind Twist Regrowth Serendib Efreet Sol Ring Strip Mine Time Spiral Tolarian Academy Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will Zuran Orb

STANDARD (TYPE II) BANNED Dream Halls Earthcraft Fluctuator Lotus Petal Memory Jar Mind Over Matter Recurring Nightmare Time Spiral Tolarian Academy Windfall

URZA BLOCK CONSTRUCTED BANNED

Gaea's Cradle
Memory Jar
Serra's Sanctum
Time Spiral
Tolarian Academy
Voltaic Key
Windfall

*Any ante card contained in any newly released card set

HL-Homelands AL-Alliances MR-Mirage

VI-Visions WL-Weatherlight TE-Tempest

SH-Stronghold EX-Exodus US-Urza's Saga UL-Urza's Legacy

Black-Common Silver-Uncommon Gold-Rare

PLAYERS LEAVE THEIR MARK ON L5R



Legendary Impact

by edward bolme



He works on L5R! We think he's in the bar!!

One of the coolest things about Legend of the Five Rings (L5R) is that players have a say in the course of the story—through tournament play, fan club votes, and voicing opinions to the design team online and at conventions. Here, then, are some of the more memorable player-inspired story events.

The Day of Thunder

hen Legend of the Five Rings was first published, the designers had the first two-year story arc already sketched out. This story arc dealt with the Clan War and the rise of Fu Leng.

Fu Leng is an evil god from the dawn of the Empire who was trapped underground by the power of 12 black scrolls. However, even though he was trapped,

As each clan fell, Wick

tore that clan's story in

two, never to be told.

he still had power and influence, and he bent the Shadowlands and its corrupt denizens to his will, inspiring chaos and hatred among the clans of Rokugan.

As the Clan War escalated, one clan, the Crab, cut a deal with the Shadowlands in exchange for an alliance. Through this deal and other important occurrences (a separate epic story), the powers of Fu Leng grew. Eventually, mortals under the evil influence of Fu Leng (or, in a few cases, mortals desperately attempting to understand the power of the Shadowlands) opened the Black Scrolls one by one, slowly releasing Fu Leng from his millenium-long bondage.

Fu Leng was freed from his prison and became manifest in the world. There he faced the Seven Thunders, descendants of the original heroes who had trapped him a thousand years before. Their final battle would determine the fate of the Empire. If the Thunders won, the Empire would be saved, and one of the Thunders would become Emperor. If Fu Leng won, he would bring down a thousand years of darkness upon the Empire, torturing it in vengeance for his long imprisonment.

No small plot point, this. Pretty apocalyptic, actually. Who would rule the next millennium? The game designers let the fans decide at the "Day of Thunder"—the 1997 GenCon L5R World Championship event.

The Five Rings folks told portions of the story throughout the convention, always to a large crowd and

heralded by the ringing of a gong. The mon of each clan hung in the FRP booth, which tracked the progress of the various players throughout the huge tournament. As

clans fell one by one, their emblems were removed.

John Wick, story czar, had written 12 separate endings to the story, one for each faction, and sealed them in envelopes. As each clan fell, he tore that clan's story in two, never to be told.

- TOPGAMES TOPGAMES TOPGAMES TOPGAMES TOPGAMES

Eventually, the last Fu Leng player was eliminated, and a loud cheer erupted from the crowd (and the design team). In the finals, it turned out to be Crane (played by Rob Kramer) versus Lion (rallying to the flag of Chris Bergstrom).

Much to everyone's surprise, the two finalists got together and agreed that they would play the final round for the physical prize, but their two clans would split the storyline effect between them. "We came to fight Fu Leng," they said, "not

each other." Again the cheers from the crowd were The Crane Thunder deafening. In the end, the Lion player won.

How did these events translate into story? In other words, what was in

those envelopes? We'll never know. Since he hadn't expected a joint win, Wick made up the story on the spot.

took his head.

The Lion and Crane Thunders, badly injured, attacked Fu Leng from both sides. The Crane Thunder pierced Fu Leng's heart, while the Lion Thunder took his head. The Crane Thunder died of his wounds shortly afterward, and the Lion Thunder, Toturi, became Emperor, with a Crane courtier as his advisor.

And that's how L5R fans determined the fate of an Empire.

The Redemption of the Crab

Sometimes players don't have to win an enormous tournament to affect the story. Sometimes it's all about attitudes.

In the Imperial Edition and Emerald Edition of L5R, the Crab Clan had an alliance with the Fu Leng-corrupted Shadowlands. Many Crab players bridled at this alliance, grumbling at a dismal fate of working with evil creatures. The Crab are determined, not lackeys, players figured - why should we continue to cooperate?

And so a few Crab players tried hard to create non-corrupt Crab decks, sacrificing power for honor.

Seeing this, the design team created a few honorable anti-Shadowlands Crab Personalities. In the blink of an eye (or so it seemed), Crab players everywhere were abandoning their corrupt Crab Oni decks in favor of building powerful Honor decks.

L5R designers ran with this. A schism formed in the Crab Clan: One side, led by the hero Hida Yakamo, opposed the Shadowlands. The other side, led by Kuni Yori and championed by the oni Hida Yakamo (who had stolen the hero's name-another long, separate story), continued with the Crab's original evil plans.

In the end, the Crab players across the globe redeemed their clan, and Kuni Yori and his evil allies were driven back into the Shadowlands. where even now they work for the destruction of the Empire.

Toku, the People's Hero

Other factors that you might not even see affect the story. Take Toku, for example.

Toku, in his original incarnation, was a small samurai of no particular import. He had no force with which to attack and a pathetic chi when it came to dueling. His good points were relatively trivial: he was reasonably honorable, he'd work for anybody, and he worked for free.

Because he was as cheap as they come, Toku

became a staple in many decks. A free, wimpy pierced Fu Leng's heart, Samurai has a lot of uses. You can send him to the imperial court in place of imperial court in place of more important people, you can have him take the fall in

> a duel or battle, or, if you are an evil Shadowlands player, you can sacrifice him to feed your hungry Oni. And, best of all, he can even lead troops; give Toku some Heavy Infantry to lead, and suddenly he's looking rather respectable...until a Dragon duels him, or a Scorpion poisons him, or...well, you get the picture.

> Since he was always being eaten or sent off as a sacrifice fly, Toku became a sort of tragicomic hero. Players looked for new and inventive ways to torture the poor guy. Online, Toku-boosters began to post folk song lyrics about their man:

Toku! Toku! He keeps your oni fed! Toku! Toku! He always turns up dead!

Soon popular opinion about Toku evolved into respect. When Toturi's Army became a faction, he signed up immediately, adding his honor to theirs. It became a crime (though still a tongue-in-cheek infraction) to sacrifice such a noble Samurai. People began to look for ways to get the most out of this honorable and hard-working little fellow.

His tireless presence in a variety of decks led to the creation of the Experienced Toku card. With improved stats, he could take a -1 Chi Exhaustion token to straighten and continue to work. People began boosting his Chi and sending him on inhumanly difficult quests. "Quick, Toku: grab the Imperial Favor, run over to attack this Province, shoot down a few Zombies with your bow, give your brother a hand up, and run back here to defend our lands! Okay?"

Experienced Toku was such a hit that eventually he was granted his own minor Clan in the Hidden Emperor expansion: the Monkey Clan. And so, through fan support, a pitiful young samurai became the daimyo of a clan-even if it's a minor one with only a few members.

8 Million **Story Tournaments** on the Emerald Isle

Well, eight dozen or so, anyway. We could fill this entire magazine describing these tournaments, but we only have two pages. If you're new to L5R, ask veteran players about storyline-shaking events like:

- · The Fall of the Phoenix
- · The False Hoturi
- Hida Sukune's Spirit
- The Kolat Master
- The Broken Sword of the Scorpion
- The Test of the Jade Champion
- The Storming of Morikage Castle



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AN INTERVIEW WITH REE SOESBEE L5R STORY QUEEN

One of the coolest things about Legend of the Five Rings (L5R) is that players have a say in the course of the storythrough tournament play. fan club votes, and voicing opinions to the design team online and at conventions. Here, then, are some of the more memorable player-inspired story events.



Doji Shizue Speaks

by wolfgang Baur

Yabanjin Horsemen

Wolfgang Baur is a writer and oni living in the in the Shadowlands five days a week but is WB: So how did you first learn about L5R?

RS: I was a Magic: The Gathering player and had a Patriot deck that I liked to play (red, white, and blue). One day I walked into the local game store, and the only interesting new thing I found was a [Legend of the Five Rings] Imperial starter. I registered in the Assembly not long after as a Naga but quickly became disillusioned with the Naga Stronghold that came with the Shadowlands expansion. So I asked John Wick to reregister me as a "Kolat Crane," and that's exactly the way my allegiance is recorded in the database. I still have an Imperial Crane starter deck that I

WB: A lot of Crane players are a little unhappy about the Kolat part. What attracted you to adopt Doji Shizue as your online personality?

don't open it.

keep in the shrink-wrap; I think it drives

some of my friends a little crazy that I

RS: I wrote a short story called Way of the Willowthe first thing I created for L5R. I needed a central character that wasn't in the storyline or in the TCG. I'm always kind of shy about writing for someone

Soesbee models the Grand Prize GenCon's "War in the He

else's characters, so I needed someone John Wick had neither created nor written a story for. I didn't want to intrude on his "turf," as it were. So I made a Scheherazade figure, a person who could watch the stories of the greater characters and tell them without making it sound like I was creating canon for Matsu Tsuko. That character was Doji Shizue (see the name resemblance to Scheherazade?). She was the first character I created for the game-a small, simple storyteller. It seemed only appropriate that I use her name as my Rokugani pseudonym.

WB: How did you land your current job?

RS: I worked my way in by writing short fiction after I met [early L5R gurus] John Wick and John Zinser in North Carolina. At the time, I was a student interested in joining a creative writing program at the university. John encouraged me to send him a story, and the first one I sent was published in Imperial Herald issues #3, #4, and #5. After that I contributed another story to Way of the Unicorn, and then I wrote Way of the Crane. When John Wick left the [L5R] story position for one with Legend of the Burning Sands, I was invited to take over the story full-time.

> WB: How do you decide when to change direction? I noticed that you recently told the Crab Clan



mailing list that Hida Amoro showed up at the Kaiu Wall. Was his return in response to fan requests?

RS: His return was in response to a tournament victory called "Return of a Lost Soul." The Crab won that victory, and Dave Williams and I decided it would be appropriate for Hida Amoro - one of the most-loved cards—to pop up again. Then, as the card went to print, I realized that I didn't know if Amoro was a good guy or a bad guy-and more, if the Crab would accept him. So I wrote a brief story piece asking the Crab what they will do when he shows up, and I want to let the players decide where the story will go from there.

I'm completely interested in having the players make decisions for their clans. What makes L5R great is that the players are, in effect, part of the story. I've

Dying Effort

always wanted that to be a big part of the game. Amoro is only the most recent example of that.

WB: What else have the players done lately to influence the story?

RS: We had a vote in issue #11 of the Herald to determine a new Stronghold. Players have asked for a Ratling Stronghold, a Goblin Stronghold, a Seppun/Imperial Stronghold, and even a Bloodspeaker Stronghold. Whichever one gets the most votes from the players will become an official Stronghold with its own card.

Speaking of influencing the story, not long ago some of the Yoritomo's Alliance players sent me a beautiful bouquet of a dozen huge, white chrysanthemums [the Imperial flower of Japan] when they were lobbying heavily for me. That doesn't mean that Yoritomo will become Emperor, but it did affect the fla-

vor text of Yoritomo Sensei in Ambition's Debt, which refers to gold and chrysanthemums.

WB: So what's coming up in Ambition's Debt?

RS: The last few expansions, Hidden Emperor Episodes 1-6 and Dark Journey Home, were designed to take an empire at peace and tear it apart. Now, with Honor Bound, Ambition's Debt, and the next set, Fire & Shadow, we're starting to put it back together again in a new and different

"The major new mechanic of Ambition's Debt is the new group of sacrifice cards, which require you to pay a price for power."

way. It's time for heroes. Storywise, Matsu Turi begins a quest to unify the Lion Clan while Hitomi fulfills the promise of the Age of Man and the Mantis take the disputed Phoenix lands.

In terms of new cards, we meet Matsu Agetoki's son, Matsu Mori. We see the first of the Shadowlands "ancestors," a hostile, haunting spirit called Yokai. We see the Naga Sensei, which has some pretty stunning Indian/Middle Eastern-style art. And there's our old friend Yasuki Taka, now Experienced 3, and the Great Sea Spider (Kumo Experienced), both part of a trend toward more ocean-related cards. The major new mechanic of Ambition's Debt is the new group of sacrifice cards, which require you to pay a price for power.

Finally, the entire Crane Clan will be happy to hear that Kakita Toshimoko didn't leave to find the Emperor, but to do something about the False Tao. As Toshimoko sees it, an Empire without an Emperor can find another leader, but an Empire without the Tao is doomed.

WB: We hear whispers from the Ninja that you are writing an L5R novel; what can you tell us about

RS: I'm writing the Crane book of the Clan War Saga; it will be the second book in the series. I can't really say more than that.



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ADD LIFE TO HALF-LIFE WITH THIS FREE ADD-ON

Do you enjoy multiplayer shooters but get a little weary of the same old victory conditions? Score more frags? Whoopee, you've now earned a few minutes of fame among all those involved in the game (if you're lucky). If you're finding the whole deathmatch scene a little tired, you need to check out Team Fortress Classic (TFC), Sierra's new "total conversion" that does for Half-Life what the original Team Fortress did for Quake. You've got nothing to lose—it's absolutely free. TFC injects tactical squad-level strategy into your multiplayer games and you will find it almost irritatingly addictive.

Team Fortress Classic

by peter whitley

It's Not Your (De)Fault!

New to team gaming? Take your Half-Life config and incorporate these functions:

TEAMSAY - To send a message to your team only.

CHANGE CLASS—Be a new type of unit next time you spawn in.

CHANGE TEAM — Teams may become unbalanced-this is the remedy.

GRENADE TYPE1

GRENADE TYPE2 - They're grenades, for cryin' out loud. If you have to ask, put this article down now.

USE-In HL, almost every firearm

has a secondary fire function. Nearly all of TFC's guns use only the primary type of fire. You won't need a secondary fire button, but you will need a quick button for Use. I set

mine up to be the Mouse2 button.

Peter Whitley can be found hiding in the darkest corners of the maps under the name "LuckBear**CCB**". He hails from the Clan of the Care Bears, online at www.wolfenet.com/~p66/.

Download and Setup

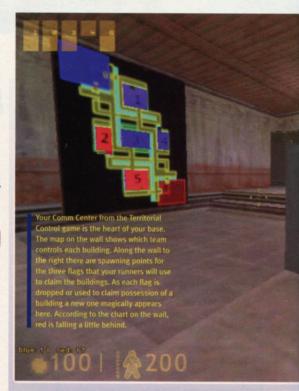
t's really easy to set up Team Fortress Classic. First, download it from Sierra (www.sierrastudios.com/ games/trclassic/) and follow the installation instructions. It weighs in at a hefty 21 MB but it's well worth it. After installation, you may find that the key configuration isn't right for you.

Key configurations are like pants. Almost everyone wears 'em, and yet nearly all of them are different. If you're new to action shooters, you may want to make only a few tweaks to the default configuration. However, if you're like me (two pinkies on my left hand and a tentacle where my right should be), you may want to rip out all the keys and reassign them so that it fits your particular style. If you choose the latter, I suggest you sketch out your configuration on a piece of paper and post it near your machine. Not only will this help you set up everything logically, but you'll appreciate the handy reference during the game until you have all those special keys memorized.

The TFC download is so big because it comes with lots of different maps, each with its own victory conditions. TFC fully supports user-created maps, too, and if you join a game that uses a map you don't currently have, most servers will automatically (but slowly) send it to you. If you want the map more quickly, you can easily download the flavor of the month from the Internet. I suggest starting at pcgame.com (www.pcgame.com/randy/tfc/maps/ maps_date.htm) for your map needs. You'll find simple directions on how to install your new maps, as well as helpful files to maximize your performance.

Getting Your Foot in the Door

Finding TFC games on the Internet is not so easy. Hands down, the best solution is GameSpy (www.gamespy.com). This wonderful piece of shareware enables you to find TFC games online, as well as your other favorite strategy games. This might be the most useful piece of shareware there is for action fans, so if you have any interest in multiplayer games, do yourself a favor and check it out.



The Squad Mod

The units are what makes TFC so much more than just a deathmatch shooter. The potential for coordinated assaults and seamless defenses are vast. Even if you want to play TFC deathmatch-style (running around shooting anyone on the enemy team to chalk up frags), you'll never tire of developing tactics and exploring the various abilities of these nine unit types.

Demoman

Primary weapons: Grenade launcher, triggered grenade launcher Primary ability: Detpack Grenades: Standard, MIRV

Speed Medium

Hit points/Armor maximum: 90/120 This hockey player from hell is one of the most lethal units in the game. If aimed well, his grenades can take out anyone in the game. The bouncing shots, though, are difficult to control. The triggered grenades are great for an impromptu defense, while the detpack is useful for blowing up certain structural elements or simply taking out a slew of enemies. His MIRVs can clear a room by detonating and scattering several more powerful grenades around the area.

Engineer

Primary weapons: Railgun, shotgun Primary ability: Sentry (secondary fire button)

Grenades: Normal, EMP Speed: Medium

Hit points/Armor maximum: 90/50

This useful guy can rack up a huge frag count without ever firing a shot. If you have him build and maintain a sentry in a good position, he can sit back and clean up the fallen ammo from enemy units who get too close. An engineer may only have one sentry built at a time, but if there are several engineers on a team, they can easily set up a complete defense, enabling the rest of the team to play offensively.





Heavy Weapons

Primary weapons: Assault cannon, super shotgun Primary ability: None Grenades: Standard, MIRV

Speed: Very slow Hit points/Armor maximum: 150/300

This is the walking tank of the team. He can take an enormous amount of damage and if he keeps on you with his cannon, you won't last long. If you see him in your base, removing him should be your first priority. Like the demoman, he also has deadly MIRVs.

Medic

Primary weapons: Medpack, super nailgun, super shotgun Primary ability: None Grenades: Standard, concussion Speed: Fast

Hit points/Armor maximum: 90/100 Defensively, the medic (as you might guess) can perform quick (and unlimited) healing to units far away from healing packs. On the offensive side, he can inject a highly contagious poison into the enemy by "healing" them. Conversely, should an enemy medic infect your team, your medic can cure your team of the disease. The medic's chemical grenades

also spew out a poisonous cloud that causes the contagious infection. Together, the Heavy Weapons guy and a medic make a powerful assault team.

Pyro

Primary weapons: Flamethrower,

incendiary rockets Primary ability: None Grenades: Standard, napalm Speed: Medium

Hit points/Armor maximum: 100/150

The pyro has an interesting arsenal at his disposal. He can ignite small areas, creating a costly (and hot) passage for the enemy team. His flamethrower is perfect for small areas. Once ignited, an enemy's health will tick down and flames will obscure his vision. Napalm rockets are great for setting on fire an area that you don't want the enemy to navigate easily.

Primary weapons: Nail gun, shotgun Primary ability: None Grenades: Caltrops, concussion Speed: Very fast Hit points/Armor maximum: 125/50 Scouts are the fastest class in TFC, but also the weakest. Their speed allows them to infiltrate enemy territory before the enemy can react. Caltrops will seriously slow down anyone walking across them, making the scout that much faster. His concussion grenade explodes in a pulse that causes no damage, but messes with the enemy's equilibrium. Running the scout into your team-

enemy spy. Soldier

Primary weapons: Rocket launcher, super shotgun

mates will sometimes uncover an

Primary ability: None Grenades: Standard, nail shooter Speed: Slow

Hit points/Armor maximum: 100/200 The soldier is the all-purpose unit of the game. He is essentially the same unit you play in deathmatch, but with fewer weapons at his disposal. His nail grenade, although somewhat ineffectual, can be annoying to most enemies and works well against enemy

sentries. His true merit is his lethal versatility. With practice, he can easily rocket-jump into hardto-reach areas.

Primary weapons: Tranquilizer gun, knife

Primary ability: Changing color and class, feigning death

Grenades: Normal, hallucination Speed: Fast

Hit points/Armor maximum: 90/100 The spy is fun to play but extremely irritating to play against. He can change his appearance within a few seconds and be completely disguised as a nonspy member of the opposite team. His infiltrating ability is useful for checking out enemy fortifications. With his knife in hand and an enemy's back before him, he can take out any unit with one hit. Be warned that if he attacks, his disguise is turned off.

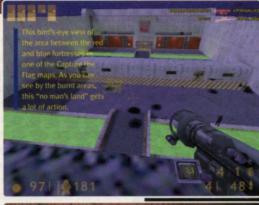
Spies, like scouts, can uncover enemy spies in disguise by running into them. The best method for getting into the enemy base is to put on your disguise before you leave, get near (or inside) the base and feign death in a dark corner. While you're feigning, you can change color. When you quit feigning, you can go about your business just as if you were on the opposite team. Don't act suspiciously or you'll be spotted.

Sniper

Primary weapons: Sniper rifle, nail-

Primary ability: Zoom Grenades: None Speed: Normal Hit points/Armor maximum: 80/50

The ability to take out his enemies from great distances makes the sniper a formidable opponent on many maps. However, lack of close-combat strength makes them easy pickings if encountered face to face. If there are enemy snipers in the area. beware of the tell-tale spotting laser. If you find yourself looking into a red dot, you're probably looking at a fresh set of armor and health (courtesy of your friendly neighborhood sniper).







Roger, Roger!

Communicating is crucial for a powerful team. If you want to create or to join a clan, you might as well get used to communicating often. There are two basic modes: "say" and "say_team." If you expect a coordinated attack or need help (or can offer help), talking with your teammates is the way to go.

If you are in an official clan, or want to be, you may find it helpful to bind special keys to phrases that you often say when you're in position. For example, suppose you regularly play a pyro whose job is to hold the center of a map. If some units get past you, you'll want to inform the next line of defense with a quick "Incoming." Go into console mode with the tilde key (~) and type bind x "say_team Incoming!" Then, whenever you press x, you will tell your team, "Incoming!"

You've now got the tools to join a Team Fortress Classic game and not look like a total rookie. Whether you're a tinker, soldier, sniper, or spy, team play is a blast with TFC.

THE STRAIGHT DOPE ON 5 HOT **ELECTRONIC** GAMES

Aliens Vs Predator

This is one of those few games that can give chills to even the most jaded hardcore gamer. In an era where forgettable first-person shooters are everywhere, AvP manages to do something unique: give you something to play besides a bloodthirsty and psychopathic marine. Now your choices include a boodthirsty alien or a psychopathic predator—and new stuff is good stuff.

Unfortunately, as an actual AvP colonial marine, the game is fun, but uninspired. You have great weapons and armor, and all you have to do is survive

The worst problem in Quake II was when you respawned: you were weak and vulnerable, and your starting weapon was useless. In Quake III, you respawn with a short-term burst of health, and get a weapon that can do some damage. Of course, some people liked killing weak and nearly defenseless

marines, but I can't imagine who would do



Quake III Arena

Other than changing how you begin the game, Quake III doesn't boast much that is new. You have "jump pads" that can give you a boost when you move onto them, and your marine is capable of

making more logical maneuvers based on what you're doing; for example, if you look up, the marine's head will look up (instead of his whole body tilting). The weapons have also been tweaked-most noticeably, the railgun is toned down a bit (but there's a nice zoom feature to make those long distance frags easier).

Still, it's essentially the same game as Quake IImindless carnage, perhaps made just a bit easier for new players getting into the game. Overall, the game isn't nearly as groundbreaking as Quake II, Doom, or even Wolfenstein 3-D, and that's a bit of a surprise. If id can't top themselves, maybe nobody can!

Whatever the case, Q3A will replace Quake II as the new standard—which is as close to a sure thing as one can get in the PC game business. So you may as well get it as soon as you can.

Total Annihilation: Kingdoms

The original Total Annihilation was the gamer's wargame; the only thing it lacked was colorful blood

Quick Bits

by Rick moscatello

the onslaughts of mind-numbingly fast aliens and sneaky predators. Not bad, and a nice enough way to spend an afternoon.

When you play as an alien, things get cool. Just moving down the corridors with blazing speed is enough to make any player giddy. Once you learn how

> to climb walls, you'll never spend a second on the ground. With infravision, you'll soon get in the habit destroying every light you see. Finally, you'll learn the absolute joy of sneaking up on a marine from behind and killing and eating him to regain health. This alone makes the game worth the price of admission, but there's more.

As a predator, you get an awesome cloaking ability, and a slew of new weapons. Slaughtering prev is fun, but

the experience isn't complete until you've stood over a victim's corpse, and ripped out its skull for a trophy.

You might not be playing AvP a year from now, but this is still a game that any gamer will love (especially after you download an important patch from www.foxinteractive.com that lets you save games in the middle of levels).

Aliens vs. Predator

currently holds the Interested, er, parties igrickmo@aol.com or online at www.duelistmagazine.com/duelist

Quake III Arena

Can Quake II ever be toppled as the ultimate online shooter? Maybe. If anything's going to do it, it'll be Quake III Arena. Id software must have finally admitted that storyline isn't exactly their forte, and instead focused the entire game on providing a strong multiplayer experience.



and gore. This was probably a major reason the game lost the RTS popularity contest with StarCraft, the "fun" wargame. Cavedog, refusing to be outdone, has made another noble effort with Total Annihilation: Kingdoms.

With four distinct races, each loaded with colorful armies, a unique specialty, and different game play, there's no doubting that TAK is a strong game.

It does have a few weaknesses, unfortunately. The solitaire missions are horrible and pretty dull (maybe they should take a cue from id and just stop trying that sort of thing). Gates can only be built east-west, and not north-south - a bizarre error from a company that paid so much attention to detail in the original TA. The computer AI is a bit weak, which is typical for games, but TAK lacks the skill level settings of TA, so that a player has little choice but to fight several computer opponents to be challenged.

But all of that only matters in single-player games, and multiplayer gaming is where it's at. For team games in particular, TAK is incredible, as the various races can do wonderful things to cooperate with each other and reduce each other's weaknesses. The forces of Aramon are excellent at buildings, defensive structures, and hand-to-hand combat, but have no flying and very little magical skill. Team them up with Zhon (which has no buildings, but solid flyers and some spells) or unite them with Taros to get great magical power.

If you play real-time strategy games, TAK is worth your while, especially since it might be some time until another fantasy RTS hits the market.

Giants: Citizen Kabuto

Ever since Command and Conquer, most RTS games have been superficially pretty much the same. You gather static resources, build mass quantities of units, and overwhelm your foe. StarCraft added the concept of "three unique sides," Total Annihilation employed three-dimensional terrain, and Myth I and II brought strategy to a new level. But all these games are cast from the same graphic mold.

Interplay hopes Giants: Citizen Kabuto can super-size the action of RTS gaming. Giants boasts a new level of resource gathering, as you need to hunt down things like "Smarties" to boost your forces rather than just collect fuel. There are three

unique sides (thanks to StarCraft, every RTS must have multiple sides; it's in the bylaws) - the gigantically monstrous Kabuto, the techie marines of the Meccaryns, and the sorcerous Sea Reapers.

You'll gape at jaw-dropping 3D graphics that are explosive in color (as opposed to the three-dimensional gray of TA). And Interplay's provided an AI that is absolutely frustrating in its cleverness (the marines can use a solitary tree as cover, and it's hilarious to watch as they run from a grenade in flight!), so

the strategy might well depend more on placing units than on clicking frenetically.

Giants also sports a psychedelic backstory to justify these three strange races being on one planet, and their mutual hostility. But the real fun is just watching

Giants: Citizen Kabuto

the monsters in motion. Kabuto reaching out and grabbing a Marine is plenty cool, but eating the marine's head is just over the top!

Interplay says they'll have this game out by "fall," which in marketing-speak means "Christmas, maybe." It will be worth the wait.

Pool of Radiance II

For the longest time, SSI was the big daddy of AD&D computer

gaming. Interplay snatched that title (is "big daddy" a title?) with the slick Baldur's Gate, but SSI hopes to recapture past glory by rejuvenating an old title: Pool of Radiance.

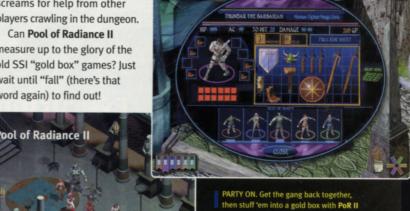
Pool of Radiance II sics players on a newly discovered pool in Myth Drannor. Elminster, as usual, sends our heroes on their way. The story might be familiar, but SSI has a few tricks to put this game over the top:

First, characters here can hit 13th level, with over 100 spells to cast, a hefty increase over BG's limitations. You can create four of the six characters (wonder how long until somebody has the incredibly unique idea of a party larger than six?) As usual, the remaining slots are filled by NPCs.

SSI has some slick graphics planned for the game, and the environment is more than just window dressing—doors, crates, and tables are all subject to the whims of the players, and there will be puzzles where moving furniture can be helpful. Combat will be a bit faster than in Baldur's Gate, and there'll be multiplayer dungeons to clear

out. Modem play will even support voice, so you can hear the screams for help from other players crawling in the dungeon.

Can Pool of Radiance II measure up to the glory of the old SSI "gold box" games? Just wait until "fall" (there's that word again) to find out!



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TRADING MERCADIAN MASQUES

O by Alex Shvartsman

The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-falutin' mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and is likely to be closer to the median than to high or low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on demographics. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster may still be in mint condition but typically are not, unless they've been protected somehow since opening.

Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70-90 percent of a mint/near mint version of the same card.

Cards that have many minor defects-whitened corners, scratches, and scuff marks—but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60-80 percent of a mint/near mint version of the same card.

Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30-70 percent of a mint/near mint version of the same card.

Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition cards that are not in limited supply have little or no value. Poor condition cards that are difficult to find in mint/near mint condition are worth about 10-50 percent of a mint/near mint version of the same card.

The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices.

Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.

new 350-card set is finally here, presenting collectors with the delightful challenge of completing their sets and hoarding all the cool new rare and foil cards.

The first few weeks after a new set becomes available are a great time for an experienced collector. You can make a killing, but only if you know the common trading trends of a new set and can determine which cards will end up at the top of the charts a few weeks later. In this article, I'll attempt to help you figure out both those things.

Alex Shvartsman (ashv@concentric.r is an avid trader an consultant. Feel fre to send him your Powder Kegs or jus drop him a line.

OBSERVE THE TRENDY

At the Tempest prerelease tournament, it was pretty easy to trade for Cursed Scrolls at \$2-5 and Tradewind Riders at \$4-6. Meanwhile, it was almost impossible to get a Rathi Dragon or Meditate. Observing the trading patterns at a prerelease tournament won't tell you what the best cards in the set are, but it will identify the "hype" cards. Every set has them—Celestial Dawn; Relentless Assault; Serra Avatar; Multani, Maro-Sorcerer—these cards are not necessarily bad, but they are worth a lot more during the first few weeks than they will be later.

DON'T BELIEVE THE HYPE

Don't lose your shirt trading for the hype cards—instead, consider whether they'll remain popular for a long time. If you're not sure, trade for such cards only at a reasonable value and try to trade them off quickly, while there's still a demand. All foil cards belong on the hype list. Based on Legacy and Destiny experience, foil cards are heavily traded in the beginning, but drop in value once collectors complete their sets.

In most cases, a mediocre rare is still easy to trade away early on—some players may get excited by it and want to try a deck as soon as possible, while collectors may need even the least desirable rare for their sets. Don't be afraid to trade off your new cards for proven older cards that you know will retain their value. Avoid trading for Rath Cycle rares, though, and try to trade away as many of yours as possible—when the Mercadian Masques set becomes legal for Standard tournament play, the Tempest, Stronghold, and Exodus expansions will be out. Even the best rares from those sets will drop in value.

A discerning player might be able to see through the hype and get an early start on hoarding the really good cards. With the Urza's Destiny set, for example, it took people more than a month to realize that Masticore and Powder Keg were tournament-viable cards. I caught on early enough to pick up about 25 copies of each at \$2-3 trade value. At Origins, the U.S. Nationals tournament proved these cards' value to the rest of the world. I promptly traded them away at a considerably higher margin. This strategy does have its risks-I still have 20 copies of Second Chance (Urza's Legacy) and will probably never recover my investment in them.

DON'T JUST SIT THERE, DO SOMETHING!

Do your research early. Determine which cards you want to stock up on. Then use the rest of your new rares to trade for those cards. You can easily pin down the hype cards—those are the rares everyone wants during the first couple of weeks. As for the good, playable cards, identifying them is a lot more difficult. If you don't want to rely on your own instincts, take advantage of some of the resources available to you. Check out Magic R&D's Mercadian Masques strategy section (p. 26), or dig through strategy websites like <www.wizards.com/duelist>, <www.newwave.org>, and <www.thedojo.com> and see what they've picked as their choice cards. And the most important test-once Mercadian Masques becomes tournament legal, watch for Mercadian Masques rares to appear in tournamentwinning decks—those cards will surely be in demand.

PREDICTION TIME

There are a few cards from Mercadian Masques you'll want to watch closely. Tectonic Break is likely the best rare in the set, and will be sought after for "Mono-Brown" artifact-mana decks. You can bet that Bribery and Blood Oath will also be appealing to many players. Rushwood Elemental is likely to be desired by fans of Force of Nature-type cards and tournament players alike. Delraich and Two-Headed Dragon are apt to be hot trading items, but I question their long-term tradability.

MORE SAGE ADVICE

Finally, one last trick in getting the most out of your Masques trading-hold off putting together a complete set until a month or two after Masques becomes available. If you try to put one together too soon, you'll be forced to trade for mediocre rares at a premium. By waiting to complete your set, you're free to trade away whatever rares you have or to use them in decks in the meantime.



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- The Brass Dragon 272 Main St Torrington, CT 06790 Phone: (860) 489-5262 Contact: Brian Muhlbaier brassdragon@snet.net
- The Game Zone 903 Central Avenue #8 Dover, NH 03820 Phone: (603) 749-2242 Contact: Mark Hutch
- The Grid chester, CT 06040

- Phone: (860) 645-9006 Contact: Karl Dignam the_grid@yahoo.com
- Wayne's Cards & Comics 711 Putnam Pike Greenville, RI 02828 Phone: (401) 949-0022 Contact: Wayne Martin wmartin711@aol.com

NORTHWEST

- Allegiance Games 1210 First Street Snohomish, WA 98290 Phone: (360) 568-1785 Contact: David Gerrard renegade37@worldnet.att.net
- **Emerald City Comics** 770 E 13th Eugene, OR 97401 Phone: (541) 345-2568 Contact: Stuart Bracken
- **Gambit Games** 1037 Northwest Brooks Street Bend, OR 97701 Phone: (541) 330-8196
- Contact: Brad Irwin **Games Plus** 17612 140th Ave NE Woodinville, WA 98072 Phone: (425) 485-7295 Contact: Donald Forbis
- gamesols@isomedia.com Somerville Entertainment 8008 W Scardale Boise, ID 83704 Phone: (208) 368-5277 Contact: Ken Somerville somerent@micron.net

- Blackthorn 1430 Highway 70E Dickson, TN 37055 Phone: (615) 446-6057 Contact: Mark Amoroso blkthrn1@aol.com
- **Bunjee's Books and Comics** 1414 Highway 16 W Griffin, GA 30223 Phone: (770) 412-6723 Contact: Bill Phillips smivvins@aol.com
- Games & Things 1575-C Fort Campbell Blvd Clarksville, TN 37042 Phone: (931) 553-0381
- Contact: Kenneth Hawkins Games Galore Raleigh 6570 Glenwood Ave Raleigh, NC 27612 Phone: (919) 781-4263 Contact: Chris Killmeyer pmcrae@bellsouth.net
- Neutral Ground Atlanta 281 South Main Street 103 B Alpharetta, GA 30004 Phone: (770) 753-0030 Contact: Rudy Edwards efreet@mindspring.com
- **Outer Limit Comics** 100 N. Houston Lake Blvd. Centerville, GA 31028 Phone: (912) 953-7867 Contact: David Davenport ded127@aol.com
- Underground Games 8316 Pineville-Matthews Road Suite 903 Charlotte, NC 28226 Phone: (704) 543-7400 Contact: Jason Voot undergroundgames@perigee.net

- * Bibliotech Books and Comics 123 E Main Shawnee, OK 74801 Phone: (405) 275-9494 Contact: Randolph Grizzle BBCcomics@aol.com
- **Browser Games** 5608 Pine Houston, TX 77092 Phone: (713) 680-1870 Contact: Deana Fortine deana@browsergames.com
- * Evolution Comix 912 Adams Alamagordo, NM 88310 Phone: (505) 434-9350 Contact: John Thomas evocom@wazoo.com
- Grand Slam Sports & Comics 3436 Williams Rd Fort Worth, TX 76116 Phone: (817) 244-7311 Contact: Chuck Royal magic_grandslam@hotmail.com
- Ivory & Steel 1585 Cimarron Plaza Stillwater, OK 74075 Phone: (405) 372-3905 Contact: Jason Lewis ivorystl@ionet.net
- Pegasus Loft 2731 Southwest Parkway Suite #6 Wichita Falls, TX 76308 Phone: (940) 692-7571 Contact: Shelton Fugate pegloft@wf.quik.com

WEST

- All Star Baseball 912 S Robertson Blvd Los Angeles, CA 90035 Phone: (310) 652-2904 Contact: Richard Lo Scalzo allstarcards@earthlin.net
- Amazing Comics & Cards 5555 Sterns Street Suite 103 Long Beach, CA 90815 Phone: (562) 493-4427 Contact: Dan Farias amazingcomicscards@worldnet.att.net
- Arizona Collector's Paradise 1649 North 74th Street Scottsdale, AZ 85257 Phone: (602) 970-6744 Contact: George Velez azpar@aol.com
- **BCS Books & Comics** 701 Inwood Dr Bryan, TX 77802 Phone: (409) 846-7412 Contact: Guy Jones jroark@txcyber.com
- * Court Jesters 1117 E Main Street #102 Alhambra, CA 91801 Phone: (626) 284-2607 Contact: Frank Burr frank@courtiesters.com
- North Coast Role Playing 609 E St Eureka, CA 95501 Phone: (707) 444-2288 Contact: Barry Osser oss1ncrp@mail.northcoast.co
- Thunder & Lightning Cards 1716 Colorado Boulevard Los Angeles, CA 90041 Phone: (323) 341-5600 Contact: Art Soghomonian tlgaming@aol.com

Meet the Contributors

On this page you'll find the names of all the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk will feature eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a

store in your area that you didn't know about, give them a call. They could be closer than you think.

Our "financial consultants" are some of the most skilled traders in the United States. Bill Macey, Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on what Magic cards are being traded and which ones are just collecting dust.

ANY OUESTIONS?

If you have any questions or comments, please send them to <superskrull@wizards.com>

Or:

DPI Questions P.O. Box 707 Renton, WA 98052-0707

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Disintegrate C 5.00 3.00 1.50 2 Pearled Unicorm C 2.00 1.00 0.75 2 Zombie Master R 10.00 10.00 5.00 3 Icy Manipulator U 35.00 25.68 10.00 4 Disrupting Scepter R 30.00 15.00 5.00 4 Personal Incarnation R 10.00 10.00 3.00 3 Illusionary Mask R 40.00 33.00 10.00 3 Drajon Whelp U 5.00 4.00 2.00 2 Pestilence C 2.00 1.00 0.75 2 Drain Life C 3.50 2.00 1.00 2.00 2 Phantasmal Ferrain C 2.00 1.00 0.75 2 Complete Set Starter Display 3.500 2.75 2.00 1.00 0.25 1 Drain Drain Life C 3.50 2.00 1.00 0.25 2 Phantasmal Ferrain C 2.00 1.00 0.75 2 Complete Set Starter Display 3.500 2.75 2.00 2 Starter Display 3.500 2.75 2.00 1.00 0.25 1 Starter Display 3.500 2.75 2.00 1.00 0.25 1 Starter Display 3.500 2.75 1.500 5 Jade Monoith R 10.00 4.00 1.00 2.5 1 Jade Monoith R 10.00 4.00 1.00 2.5 1		Orcish Artillery U 3.00 2.00	0 2.00 2	Word of Command R 8	65.00 48.00	25.00 3	Hypnotic Specter U	5.00	3.00	1.00 1
Disrupting Scepter R 30.00 15.00 5.00 4 Personal Incarnation R 10.00 10.00 3.00 3 2										
Dragon Whelp U 5.00 4.00 2.00 2 Pestilence C 2.00 1.00 0.75 2 U U U U U U U U	Disrupting Scepter R 30.00 15.00 5.00 4			Edition master R	10.00	3.00 3				
Drain Power R 10.00 8.00 3.00 3 Phantasmal Terrain C 2.00 1.00 0.75 2 Complete Set \$2,850 \$2,500 \$1,800 5 Iron Star U 3.00 0.25 1 Dwarven Demo Team U 10.00 9.25 5.00 2 Phantom Monster U 3.00 2.75 2.00 2 0.50 Booster Display 3,500 2,375 2,000 5 Island Sanctuary R 6,00 4,00 1.50 2 Earth Elemental U 3.00 2.00 2 Pirate Ship R 10.00 6.00 2.00 3 Booster Pack 125 100 70 4 Ivory Cup U 4,00 1.00 0.25 1 Earthbind C 2.00 1.00 0.75 2 Plains C 2.00 1.00 0.25 2 Starter Display 2,000 1,875 1,500 5 Jade Monoith R 10.00 4.00 1.00 2	Dragon Whelp U 5.00 4.00 2.00 2	Pestilence C 2.00 1.00	0 0.75 2	LINIT	IMPER	ED	Instill Energy U	3.00	1.00	1.00 1
Dwarven Demo Team U 10.00 9.25 5.00 2 Phantom Monster U 3.00 2.75 2.00 2 0.55 2.00 <td></td>										
Earth Elemental U 3.00 2.00 2.00 2 Pirate Ship R 10.00 6.00 2.00 3 Booster Pack 125 100 70 4 Ivory Cup U 4.00 1.00 0.25 1 Earthbind C 2.00 1.00 0.75 2 Plains C 2.00 1.00 0.25 2 Starter Display 2.000 1,875 1,500 5 Jade Monoith R 10.00 4.00 1.00 2	Dwarven Demo Team U 10.00 9.25 5.00 2									
F-st	Earth Elemental U 3.00 2.00 2.00 2	Pirate Ship R 10.00 6.00	0 2.00 3	Booster Pack	125 100	70 4	Ivory Cup U	4.00	1.00	0.25 1
Grantel Deck 220 140 4 Jace Grante U 13.00 11.95 1.00 1										
		1 0000 40.00	Para la		200		June oration 0	10.00	11.00	1



Hom		LII-L	Mari	Less To	+ :	llom	1.11	ab	Mod	Low	TD.	+/	e Gathering	High Med		w TR
Item				Low TR	+/-	Item		-		Low 1	-	*/-				0.05 O
Jayemdae Tome Juggernaut	R	10.00	5.00	2.00 2		Timber Wolves R		5.00	4.00 55.00	1.00 25.00			Disintegrate C Disrupting Scepter R	0.50 0.5 4.00 3.5		1.50 2
Jump	C	1.00	0.25	0.20 1		Time Walk				100.00			Dragon Engine R			0.50 1
Karma	U	3.00	1.00	0.80 1		Timetwister R			120.00	80.00			Dragon Whelp U			0.50 1
Keldon Warlord	U	3.00	1.50	1.00 1		Tropical Island R		0.00	15.00	10.00	4		Drain Life C			0.05 0
Kormus Bell Kudzu	R	6.00 5.00	4.00	1.50 2 1.25 2		Tsunami U Tundra R		2.00	1.00	0.80			Drain Power R Dwarven Weaponsmith U			0.35 1
Lance	U	2.00	1.00	0.50 1		Tunnel L		2.00	1.00	0.35	1		Earth Elemental U			0.35 1
Ley Druid	U	2.00	1.00	0.35 1		Twiddle (1.00	0.50	0.20	1		Earthbind C	0.50 0.		0.05 0
Library of Leng	U	3.00	1.00	0.25 1		2 Headed Giant of Foriys F		8.00	40.00	20.00	3		Earthquake R			2.00 3
Lich	R	45.00	40.00	20.00 3		Underground Sea F		0.00	15.00	10.00	4		Ebony Horse R El-Hajiái R			1.00 1 1.00 1
Lifeforce Lifelace	UR	3.00 5.00	1.00	0.50 1 0.50 2		Uthden Troll Verduran Enchantress F		3.00	1.00	0.50 2.00	2		El-Hajjâj R Elvish Archers R			2.00 1
Lifetap	Ü	2.00	1.00	0.35 1		Vesuvan Doppelganger F		5.00	20.00	12.00			Energy Flux U			0.25 1
Lightning Bolt	C	3.00	1.00	0.20 1		Veteran Bodyguard F		0.20	7.00	3.00	2		Evil Presence U			0.35 1
Living Artifact	R	6.00	4.00	2.00 2		Volcanic Eruption F		6.00	4.00	2.00	2		Eye for an Eye R			2.00 1
Living Lands Living Wall	R	5.00	3.00	1.50 2 0.50 1		Volcanic Island F Wall of Air L		2.00	15.00	10.00	4		Farmstead R Fastbond R			1.00 1 2.00 1
Llanowar Elves	C	1.00	0.25	0.30 1		Wall of Bone		2.00	1.00	0.35	1		Feedback U			0.25 1
Lord of Atlantis	R	8.00	6.00	3.00 2		Wall of Brambles		2.00	1.00	0.30	1		Fire Elemental U			0.35 1
Lord of the Pit	R	12.00	7.50	3.00 2		Wall of Fire		2.00	1.00	0.35	1		Fireball C Flashfires U			0.05 0
Lure Magical Hack	U R	3.00 6.00	1.00 5.00	0.80 1 2.50 2		Wall of Ice U	-	2.00	1.00	0.50	1		Flashfires U Flying Carpet R			0.25 1 1.00 1
Mahamoti Djinn	R	12.00	8.00	3.00 3		Wall of Swords		2.00	1.00	0.50	1		Force of Nature R			3.00 2
Mana Flare	R	8.00	6.00	2.00 2		Wall of Water		2.00	1.00	0.50	1		Fork R			0.00 3
Mana Short	R	6.00	5.00	2.00 2		Wanderlust I		2.00	1.00	0.50	1		Fungusaur R			2.00 1
Mana Vault Manabarbs	R	10.00	5.00 4.00	1.00 2		Warp Artifact F Water Elemental U		6.00	3.50 1.00	1.00	2		Gaea's Liege R Glasses of Urza U			2.00 1 0.35 1
Manabarbs Meekstone	R	6.00	4.00	1.50 2		Web F		5.00	4.00	2.00	2		Gloom U			0.35
Mesa Pegasus	C	1.00	0.25	0.20 1	6 W	Wheel of Fortune	1	6.00	13.00	4.00	3		eat			
Mind Twist	R	6.00	4.50	2.00 2		White Knight		3.00	2.00	1.00	2	1				
Mox Emerald	R		140.00	100.00 5		White Ward U		1.25	1.00	0.25	1 2		SHO	PT	Ŧ	Ŀ
Mox Jet Mox Pearl	R	180.00		100.00 5 100.00 5		Will-0'-The-Wisp Winter Orb		9.00	6.00 5.00	3.00	2		Contract of the land	SECOND.		
Mox Ruby	R	180.00	150.00	100.00 5		Wooden Sphere		2.00	1.00	0.25	1	1	THE SECURE	000		
Mox Sapphire	R	200.00	150.00	99.00 5		Word of Command	8 5	0.00	40.00	20.00	2					
Natural Selection	R	30.00	22.00	5.00 2		Wrath of God		5.00	8.00	4.00	4					
Nether Shadow	RU	6.00	5.00	1.50 2		Zombie Master	2	6.00	5.00	3.00	2		The second second	1		
Nettling Imp Nevinyrral's Disk	U R	3.00	1.00 8.00	1.00 1		Marie Control for	100		110				CAN CHAN	YO	П	C
Nightmare	R	12.00	8.00	4.00 2	ord .	- R€			5€				CAIN	10	U	2
Northern Paladin	R	8.00	6.40	3.00 2		Complete Set			275.00 \$				CHAR	ומ	3	R
Obsianus Golem	U	2.00	1.00	0.50 1		Booster Display Booster Pack		0.00 3.75	300.00 9.73	250.00 6.95	5		CIIAI		-,	
Orcish Artillery Orcish Oriflamme	U	2.00	1.00	0.35 1		Starter Display			250.00	200.00	5					
Pearled Unicorn	C	1.00	0.25	0.30 1		Starter Deck		5.00	25.00	20.00	4		How we	II he	IVE	nl
Personal Incarnation	R	6.00	4.00	3.00 2		Typical Common		0.25	0.10	0.05	0		Chair			1
Pestilence	C	1.00	0.25	0.20 1		Air Florent-1		1 50	ė1 no	en ar	1		How we States to	ааар	te	a to
Phantasmal Forces Phantasmal Terrain	U	2.00	1.00 0.25	0.35 1				1.50	\$1.00	\$0.35	1		rules? I	tanne	on	s th
Phantasmai ierrain Phantom Monster	U	3.00	1.00	0.20 1				4.00	2.50	1.00		0.25				
Pirate Ship	R	6.00	4.00	1.50 2		Animate Artifact	J	1.00	0.67	0.35	1	0.08	change, o	or at le	eas	t ha
Plateau	R	20.00	15.00	10.00 4				1.50	0.79	0.35		0.11				
Power Sink	C R	1.00 5.00	0.25 4.00	0.20 1 1.00 2				4.00	2.25	1.00	1	0.25	Also, w	e asi	(e	a n
Power Surge Prodigal Sorcerer	C	1.00	0.25	0.20 1				8.00	6.00	4.50	4		the Rati	h CV	cle	le
Psionic Blast	U	25.00	20.00	0.50 3		Armageddon Clock	R	3.00	2.40	1.00	1	0.11	the Ruth	-		
Psychic Venom	C	1.00	0.25	0.20 1				4.00	3.00	2.00	1	0.07	ment er	iviro	nn	nen
Purelace Paging River	RR	5.00	3.00	0.50 2 17.00 3				0.29	0.18 6.00	0.05 4.00	0	0.05	become	s to	uri	nan
Raging River Red Elemental Blast	C	1.00	0.25	0.20 1				5.00	12.00	10.00	4					
Red Ward	U	1.00	1.00	0.25 1		Balance	R	6.00	4.90	3.00	2	0.37	them are	unha	ppy	ab
Regeneration	C	1.00	0.25	0.20 1				2.00	1.00	0.50	1		are also o	ptim	sti	c ah
Regrowth	U	5.00	3.00	1.00 2		01 1 10 11		5.00	12.00	9.00	4					
Resurrection Reverse Damage	U R	3.00 6.00	5.00	2.00 2		Black Knight		2.00	1.00	0.50	1		they can	ассер	t ti	iis c
Righteousness	R	5.00	5.00	2.00 2	100			3.00	1.00	0.50	1	W.	Masques	block		
Roc of Kher Ridges	R	10.00	6.00	3.00 2	1201	Black Ward	U	1.00	0.50	0.25	1	1	masques			
Rock Hydra	R	12.00	10.00	2.00 2	1		R	5.00	3.00	2.00	1	0.00	Oh, and w	ve lea	rne	od o
Rod of Ruin	UR	5.00	1.00	0.35 1			CU	0.35	0.23	0.05		0.03				
Royal Assassin Sacrifice	K	20.00	12.00	1.25 3 0.50 1			U	1.50	0.50	0.25	1	103	stores the	at hav	e "	'Dra
Samite Healer	C	1.00	0.25	0.20 1			R	4.00	2.00	1.00	1	auth []				
Savannah	R	20.00	15.00	10.00 4		Braingeyser	R	9.90	7.00	3.34	3		TO STATE OF			
Savannah Lions	R	10.00	5.00	1.00 3			U	1.00	0.67	0.35		0.08	The same of the same of			
Scathe Zombies	CU	1.00	0.25	0.20 1 0.35 1			U	1.00	0.75 0.75	0.35			Goblin Balloon Brigade U	1.00 0	1.75	0.25 1
Scavenging Ghoul Scrubland	R	3.00	1.00	10.00 4			U	1.00	0.75	0.25			Goblin King R		1.00	3.00 2
Sea Serpent	C	1.00	0.25	0.20 1		Channel	U	1.50	0.88	0.35	1		Granite Gargoyle R	8.00 5	.48	2.50 2
Sedge Troll	R	10.00	7.33	2.00 2		Chaoslace	R	3.00	2.00	0.95		0.51	Green Ward U		1.50	0.25 1
Sengir Vampire	U	7.00	4.25	1.00 2			R	4.00	2.50	1.00		0.01	Guardian Angel C		0.17	0.05 0
Serra Angel Shatter	C	10.00	6.00 0.25	1.00 3 0.20 1			U R	6.00 5.00	4.63 3.88	1.00		0.38	Helm of Chatzuk R Howling Mine R		2.00	1.00 1
Shivan Dragon	R	25.00	17.00	9.00 4			U	1.00	0.63	0.35		0.23	Hurkyl's Recall R		2.00	0.50 1
Simulacrum	U	3.00	1.00	0.25 1	Name	Contract from Below	R	5.00	3.00	1.00	1		Hurricane U	1.00	1.75	0.25 1
	C	12.00	10.00	1.00 1	53	Control Magic	U	3.00	2.00	0.50			Hypnotic Specter U		2.00	1.00 1
Sinkhole	U	2.00	1.00	0.35 1			U	1.00	0.50 5.00	0.25		0.50	Instill Energy U Iron Star U		1.75	0.35 1
Siren's Call	R	6.00	4.50 4.00	2.00 2			RU	2.00	1.00	2.50 0.50		0.50	Iron Star U Island Fish Jasconius R		1.63	1.00 1
Siren's Call Sleight of Mind	D		4.00	1.00 2		Crumble	U	1.00	0.75	0.35		0.13	Island Sanctuary R	4.00 3	1.00	1.00 1
Siren's Call Sleight of Mind Smoke	RU	10.00	5.00	1.00 /			R	8.00	6.00	4.00		THE REAL PROPERTY.	Ivory Cup U		1.63	0.25 1
Siren's Call Sleight of Mind	U	10.00	1.00	0.25 1			11	1.00	0.75	OAF						
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast	UUC	10.00 2.00 1.00	1.00 0.25	0.25 1 0.20 1		Crystal Rod	U	1.00	0.75	0.35	1	0.00	Ivory Tower R	6.00 4	.00	2.50 2
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis	UUCR	10.00 2.00 1.00 9.00	1.00 0.25 5.00	0.25 1 0.20 1 1.00 2		Crystal Rod Cursed Land	U	1.00	0.75	0.25	1	0.13	Ivory Tower R Jade Monolith R	6.00 4 3.00 2	2.00	1.00 1
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis Steal Artifact	UUCRU	10.00 2.00 1.00 9.00 2.00	1.00 0.25 5.00 1.00	0.25 1 0.20 1 1.00 2 0.50 1		Crystal Rod Cursed Land Dancing Scimitar	U R	1.00	0.75 2.50	0.25 1.00	1 1 1		lvory Tower R Jade Monolith R Jandor's Ring R	6.00 4 3.00 2 4.00 2	2.00	1.00 1 1.00 1
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis Steal Artifact Stone Giant	UUCR	10.00 2.00 1.00 9.00	1.00 0.25 5.00 1.00 1.00	0.25 1 0.20 1 1.00 2 0.50 1 0.25 1		Crystal Rod Cursed Land Dancing Scimitar Dark Ritual	U	1.00	0.75	0.25	1 1 1 0	0.13	Ivory Tower R Jade Monolith R	6.00 4 3.00 2 4.00 2 3.00 2	2.00	1.00 1
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis Steal Artifact	UUCRUUCR	10.00 2.00 1.00 9.00 2.00 2.00 1.00 6.00	1.00 0.25 5.00 1.00 1.00 0.25 4.00	0.25 1 0.20 1 1.00 2 0.50 1 0.25 1 0.20 1 1.50 2		Crystal Rod Cursed Land Dancing Scimitar Dark Ritual Darkpact Deathgrip	U R C R U	1.00 3.00 0.35 4.00 1.00	0.75 2.50 0.20 3.00 0.55	0.25 1.00 0.05 1.00 0.25	1 1 0 1 1 1	0.03	lvory Tower R Jade Monolith R Jandor's Ring R Jandor's Saddlebags R Jayemdae Tome R Juggernaut U	6.00 4 3.00 2 4.00 2 3.00 2 5.00 4 5.00 3	2.00 2.50 2.29 3.00 3.00	1.00 1 1.00 1 1.00 1 1.50 1 1.00 1
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis Steal Artifact Stone Giant Stream of Life Sunglasses of Urza Swords to Plowshare	U U C R U U C R U	10.00 2.00 1.00 9.00 2.00 2.00 1.00 6.00 3.00	1.00 0.25 5.00 1.00 1.00 0.25 4.00 2.50	0.25 1 0.20 1 1.00 2 0.50 1 0.25 1 0.20 1 1.50 2 1.00 2		Crystal Rod Cursed Land Dancing Scimitar Dark Ritual Darkpact Deathgrip Deathlace	U R C R U R	1.00 3.00 0.35 4.00 1.00 3.00	0.75 2.50 0.20 3.00 0.55 2.00	0.25 1.00 0.05 1.00 0.25 1.00	1 1 0 1 1 1 1	0.03	lvory Tower R Jade Monolith R Jandor's Ring R Jandor's Saddlebags R Jayemdae Tome R Juggernaut U Karma U	6.00 4 3.00 2 4.00 2 3.00 2 5.00 4 5.00 3 1.50 0	2.00 2.50 2.29 3.00 3.00 3.75	1.00 1 1.00 1 1.00 1 1.50 1 1.00 1 0.25 1
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis Steal Artifact Stone Giant Stream of Life Sunglasses of Urza Swords to Plowshare Talga	U U C R U U C R U R U R	10.00 2.00 1.00 9.00 2.00 2.00 1.00 6.00 3.00 20.00	1.00 0.25 5.00 1.00 1.00 0.25 4.00 2.50 15.00	0.25 1 0.20 1 1.00 2 0.50 1 0.25 1 0.20 1 1.50 2 1.00 2 9.00 4		Crystal Rod Cursed Land Dancing Scimitar Dark Ritual Darkpact Deathgrip Deathlace Demonic Attorney	U R C R U R R	1.00 3.00 0.35 4.00 1.00 3.00 4.29	0.75 2.50 0.20 3.00 0.55 2.00 3.00	0.25 1.00 0.05 1.00 0.25 1.00 1.00	1 1 1 0 1 1 1 1 1	0.03	lvory Tower R Jade Monolith R Jandor's Ring R Jandor's Saddlebags R Jayemdae Tome R Juggernaut U Karma U Keldon Warlord U	6.00 4 3.00 2 4.00 2 3.00 2 5.00 4 5.00 3 1.50 0	2.00 2.50 2.29 3.00 3.00 3.75	1.00 1 1.00 1 1.00 1 1.50 1 1.00 1 0.25 1 0.50 1
Siren's Call Sleight of Mind Smoke Sol Ring Soul Net Spell Blast Stasis Steal Artifact Stone Giant Stream of Life Sunglasses of Urza Swords to Plowshare	U U C R U U C R U	10.00 2.00 1.00 9.00 2.00 2.00 1.00 6.00 3.00	1.00 0.25 5.00 1.00 0.25 4.00 2.50 15.00 0.25	0.25 1 0.20 1 1.00 2 0.50 1 0.25 1 0.20 1 1.50 2 1.00 2 9.00 4 0.20 1		Crystal Rod Cursed Land Dancing Scimitar Dark Ritual Darkpact Deathgrip Deathlace	U R C R U R R	1.00 3.00 0.35 4.00 1.00 3.00	0.75 2.50 0.20 3.00 0.55 2.00 3.00 8.00	0.25 1.00 0.05 1.00 0.25 1.00	1 1 0 1 1 1 1 1 2	0.03	lvory Tower R Jade Monolith R Jandor's Ring R Jandor's Saddlebags R Jayemdae Tome R Juggernaut U Karma U	6.00 4 3.00 2 4.00 2 5.00 4 5.00 3 1.50 0 1.00 0 3.00 2	2.00 2.50 2.29 3.00 1.00 1.75 1.00 1.25	1.00 1 1.00 1 1.00 1 1.50 1 1.00 1 0.25 1
Siren's Call Seight of Mind Senoke Sol Ring Soul Net Spell Blast Stasis Stael Artifact Stone Giant Stream of Life Sunglasses of Urza Swords to Plowshare Taiga	U U C R U U C R U R C	10.00 2.00 1.00 9.00 2.00 2.00 1.00 6.00 3.00 20.00 1.00	1.00 0.25 5.00 1.00 1.00 0.25 4.00 2.50 15.00 0.25 1.00	0.25 1 0.20 1 1.00 2 0.50 1 0.25 1 0.20 1 1.50 2 1.00 2 9.00 4 0.20 1 1.00 1 0.50 2		Crystal Rod Cursed Land Dancing Scimitar Dark Ritual Darkpact Deathgrip Deathlace Demonic Attorney Demonic Hordes	U R C R U R R R	1.00 3.00 0.35 4.00 1.00 3.00 4.29 14.00	0.75 2.50 0.20 3.00 0.55 2.00 3.00 8.00 4.00	0.25 1.00 0.05 1.00 0.25 1.00 1.00 6.00 1.00	1 1 0 1 1 1 1 2 2	0.03	lvory Tower R Jade Monolith R Jandor's Ring R Jandor's Saddlebags R Jayemdae Tome R Juggernaut U Karma U Keldon Warlord U Kird Ape C	6.00 4 3.00 2 4.00 2 3.00 2 5.00 4 5.00 3 1.50 0 2.00 1 1.00 0 3.00 2 4.00 3	2.00 2.50 2.29 3.00 3.00 3.75 3.00 1.75	1.00 1 1.00 1 1.00 1 1.50 1 1.00 1 0.25 1 0.50 1 0.10 0

į	Item		High	Med	Low	TR	+/-	Item		High	Med	Low TR	+/-
ì	Disintegrate (С	0.50	0.25	0.05	0	nga, h	Ley Druid	U	1.00	0.75	0.25 1	0.13
i	Disrupting Scepter F	R	4.00	3.00	1.50	2		Library of Leng	U	1.00	0.75	0.35 1	0.08
i	Dragon Engine F	R	3.00	2.00	0.50	1		Lifeforce	U	1.00	0.75	0.25 1	0.08
i	Dragon Whelp	U	2.50	1.50	0.50	1	0.50	Lifelace	R	3.00	2.00	0.95 1	0.25
i	Drain Life	C	0.35	0.23	0.05	0	0.03	Lifetap	U	1.00		0.25 1	0.13
i	Drain Power	R	4.00	3.00	1.50	1		Lightning Bolt	C	1.50		0.25 1	900
i	Dwarven Weaponsmith I	U	1.00	0.75	0.35			Living Artifact	R	3.00		1.00 1	0.25
i	Earth Elemental	U	1.00	0.77	0.35		0.02	Living Lands	R	3.00		1.00 1	0.25
:	Earthbind	C	0.50	0.17	0.05		0.02	Living Wall	U	2.50		0.25 1	0.21
i	Earthquake	R	6.00	4.00	2.00			Llanowar Elves	C	0.35		0.05 0	
i		R	3.00	2.00	1.00			Lord of Atlantis	R	6.00		3.00 1	WKZ S
1		R	4.00	3.00	1.00			Lord of the Pit	R	8.00		3.00 1	0.02
i		R	4.00	3.00	2.00			Lure	U	1,50		0.25 1	
i		U	1.00	0.63	0.25		0.13	Magical Hack	R	5.00		2.00 1	
	Evil Presence	U	1.00	0.75	0.35			Magnetic Mountain	R	3.00		1.00 1	0.25
i		R	4.00	3.00	2.00			Mahamoti Djinn	R	8.00		4.00 4	C W 1
i		R	4.00	3.00	1.00			Mana Flare	R	6.00		2.00 2	0.13
•	1 000000110	R	6.00	4.79	2.00			Mana Short	R	4.00		2.00 1	
i	1 occorren	U	1.00	0.63	0.25		0.13	Mana Vault	R	5.00		2.00 2	0.35
i	THE Elements	U	1.00	0.90	0.35		0.11	Manabarbs	R	4.00		1.50 1	
:		C	0.50		0.05			Meekstone	R	5.00		2.00 1	
1	1 10011111100	U	1.00	0.59	0.25		0.04	Mijae Djinn	R	6.00		2.00 1	
:		R	4.00	2.00	1.00			Millstone	R	7.00		3.00 2	
:	10100 01 1101010	R	8.00	6.00	3.00			Mind Twist	R	5.00		2.00 1	
1		R	20.00	15.00	10.00			Mishra's War Machine	R	3.00		1.00 1	
1		R	4.00		2.00			Nether Shadow	R	4.00		1.00 1	
	anna a malla	R	7.00		2.00			Nettling Imp	U	2.00		0.50 1	
1		U	1.00		0.35			Nevinyrral's Disk	R	8.00		4.50 4	
•	Gloom	U	1.00	0.90	0.35	1	0.11	Nightmare	R	10.00	7.00	5.00 2	

O by Alex Shvartsman

TAND SOME UDDY?

layers across the United to the new Sixth Edition hat most of the players like this ave learned to live with it.

now the players feel about eaving the Standard tournant once Mercadian Masques ment legal. Although most of bout losing Rath cards, players bout the new set and feel that change as long as they like the

one more thing—there are a lot of agon" in their name.

			U C	1000	90		1	A			1000	(8)	
Goblin Balloon Brigade	U	1.00	0.75	0.25	1		Northern Paladin	R	7.00	4.50	2.50	1	0.50
Goblin King	R	6.00	4.00	3.00	2		Obsianus Golem	U	1.00	0.75	0.25	1	HY 19
Granite Gargoyle	R	8.00	5.48	2.50	2	0.50	Onulet	R	3.00	2.00	0.50	1	0.25
Green Ward	U	1.00	0.50	0.25	1		Orcish Artillery	U	1.00	0.75	0.25	1	
Guardian Angel	C	0.50	0.17	0.05	0	0.02	Orcish Oriflamme	U	1.00	0.75	0.25	1	0.08
Helm of Chatzuk	R	3.00	2.00	1.00	1		Ornithopter	U	1.00	0.59	0.25	1	0.04
Howling Mine	R	8.00	6.00	4.00	3		Personal Incarnation	R	5.00	3.00	2.00	1	
Hurkyl's Recall	R	4.00	2.00	0.50	1		Phantasmal Forces	U	1.00	0.63	0.35	1	0.13
Hurricane	U	1.00	0.75	0.25	1	140	Phantom Monster	U	1.00	0.75	0.35	1	
Hypnotic Specter	U	3.00	2.00	1.00	1		Pirate Ship	R	4.00	2.50	1.00	1	
Instill Energy	U	1.00	0.75	0.35	1	MS	Plateau	R	17.00	12.00	8.00	4	
Iron Star	U	1.00	0.63	0.25	1	0.13	Power Surge	R	4.00	3.00	1.00	1	
Island Fish Jasconius	R	4.00	2.50	1.00	1	0.36	Primal Clay	R	3.00	2.00	0.95	1	
Island Sanctuary	R	4.00	3.00	1.00	1		Purelace	R	3.00	2.00	0.95	1	
Ivory Cup	U	1.00	0.63	0.25	1	0.13	Reconstruction	C	0.50	0.17	0.05	0	0.02
Ivory Tower	R	6.00	4.00	2.50	2		Red Elemental Blast	C	0.35	0.23	0.05	0	0.03
Jade Monolith	R	3.00	2.00	1.00	1		Red Ward	U	1.00	0.50	0.25	1	- 67
Jandor's Ring	R	4.00	2.50	1.00	1	0.25	Regrowth	U	3.49	2.00	0.50	2	9.99
Jandor's Saddlebags	R	3.00	2.29	1.00	1	0.15	Resurrection	U	3.00	1.00	0.35	1	
Jayemdae Tome	R	5.00	4.00	1.50	1		Reverse Damage	R	6.00	3.50	2.00	1	0.50
Juggernaut	U	5.00	3.00	1.00	1	0.25	Reverse Polarity	U	1.00	0.63	0.25	1	0.13
Karma	U	1.50	0.75	0.25	1		Righteousness	R	4.29	3.00	2.00	1	
Keldon Warlord	U	2.00	1.00	0.50	1		Roc of Kher Ridges	R	7.00	5.00	3.00	1	50
Kird Ape	C	1.00	0.25	0.10	0	0.04	Rock Hydra	R	12.00	8.00	3.00	1	
Kormus Bell	R	3.00	2.50	1.00	1	0.25	Rocket Launcher	R	5.00	3.00	1.00	1	
Kudzu	R	4.00	3.00	1.00	1		Rod of Ruin	U	1.00	0.63	0.35	1	0.13
Lance	U	1.00	0.75	0.25	1		Royal Assassin	R	15.00	10.00	6.00	3	



•	TE 1									7	MA	ETC							
	Item		High	Med	Low TR	+/	Item		High	Med	Low TR +/-	he Gathering	Hie	h Me	d Low	TR +	7	Item	
	Sacrifice Savannah Lions Savannah Lions Savannah Lions Savannah Ghoul Scrubland Sedge Trull Sengir Vampire Serendib Efreet Serra Angel Shatterstorm Shivan Dragon Simulacrum Siren's Call Steight of Mind Smoke Sof Ring Screenss Queen Soul Net	URRURRUURUURRUURRURU	1.50 15.00 6.00 1.00 15.00 8.00 5.00 9.00 2.00 18.00 1.00 4.00 4.00 6.00 7.00 1.00	0.50 12.00 4.00 0.50 12.00 5.00 3.45 6.00 5.00 1.00 14.00 0.67 3.00 2.75 4.00 4.00 0.63	0.25 1 9.00 4 3.00 3 0.25 1 9.00 4 2.50 2 1.00 2 0.35 1 8.00 4 0.25 1 1.50 1 1.00 1 0.75 2 2.50 1 0.35 1	0.25 0.74 0.08 0.25 1.00 0.13	Starter Deck Starter Display Typical Common Abomination Air Elemental Aladdin's Lamp Aladdin's Ring Ali Baba Angry Mob Animate Artifact Animate Dead Animate Wall Ankh of Mishra Armageddon Clock Ashes to Ashes Ashnod's Battle Gear	U U R R U U U U R R R R U U B	13.95 135.00 \$0.25 1.00 1.00 4.00 1.00 1.00 1.00 4.00 4.00	10.00 100.00 \$0.10 0.73 0.93 3.00 0.50 0.63 0.50 0.63 3.00 6.00 3.00 0.50 0.50	8.95 2 70.00 3 \$0.05 0 0.50 1 0.50 1 1.50 1 1.50 1 0.50 1 0.50 1 0.25 1 0.25 1 2.00 1 1.50 1 2.00 1 2.00 1	Divine Transformation Oragon Engine Oragon Whelp Orain Power Earth Elemental Earthquake Ebony Horse Elder Land Wurm El-Hajjāj Elven Riders Energy Flux Evil Presence Eye for an Eye Feedback Fellwar Stone Fire Elemental Fireball	U 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	.50 0 .00 3 .00 1 .00 3 .00 0 .00 0 .00 3 .00 3 .00 3 .00 3 .00 0 .00 3 .00 0 .00 0 0 0 0 0 0 0 0 0	98 0.50 00 1.00 00 0.50 00 2.00 .75 0.25 00 2.00 00 1.00 00 2.00 00 2.00 00 2.00 00 2.00 00 2.00 00 2.00 50 0.49 00 2.00 50 0.25 0.50 .75 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.5	1 (1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0.13	Red Mana Battery Red Ward Relic Bind Reverse Damage Righteousness Rod of Ruin Royal Assassin Savannah Lions Scavenging Ghoul Segovian Leviathan Sengir Vampire Serra Angel Shapeshifter Shiwan Dragon Simulacrum Simdhad Siren's Call Sleight of Mind	RURRRURRUUUURUUUR
	DRAGON*	'S I	6.00 DEN	4.00	2.00 2		Aspect of Wolf	R	4.00	3.00	2.00 1	Flying Carpet Force of Nature Fungusaur Gaea's Liege	RRRRRR	.00 3 .00 5 .00 3	.50 0.25 .00 1.50 .00 3.00 .00 2.00 .50 2.00 .50 0.25	1 2 (0.95	Spirit Link	RRUUUR
	No one is	her m F nd j s tl Rati	e a ifth iust hril h Cy rs h	Edit kee led cle':	abou alrea	ying. ut los	ly accept th Edition i sing the abo Standard is repared the	ove	es. 1	nticuse	r've oned	Gloom Gobin Balloon Brigade Gobin King Greed Green Mana Battery Green Ward Helm of Chatzuk Howing Mine Hurkyl's Recall Hurr Jackal Hurricane Hydricane Instill Energy Iron Star Island Fish Jasconius Island Sanctuary Voory Cup Vory Tower Jade Monolith Jandor's Saddlebags Jayemdae Tome Junin Erreet Karma Keldon Warlord Killer Bees Kismet	U	.00 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	5.50 0.25 5.67 0.50 0.00 2.00 0.00 2.00 0.00 2.00 0.00 1.50 0.53 4.00 0.53 4.00 0.50 0.25 0.00 1.50 0.00 1.50 0.00 1.50 0.00 2.00 0.00 1.50 0.00 2.00 0.00 1.50 0.00 2.00 0.00 2.00		0.048 0.02 0.04 0.13	Strip Mine Sunglasses of Urza Swords to Plowshares Sylvan Library Iawnos's Wand Tawnos's Weaponry Tempest Efreet Tetravus The Hive The Rack Thicket Basilisk Thoughtlace Throne of Bone Timber Wolves Time Elemental Titania's Song Titskelion Tsunami Tunnel Unnel stvan Untamed Wilds Urza's Avenger Uthden Troll Verduran Enchantress Violcanic Eruption	UUURURUURRRUURURRRRUUUURURURUR
	Steal Artifact Stone Giant Sunglasses of Urza Swords to Plowshan Taiga The Hive The Rack Thicket Basilisk Thoughtlace Throne of Bone Timber Wolves	U U R U R U U R U R	1.00 1.00 4.00 2.29 17.00 5.00 2.00 1.00 3.00 1.00 4.00	0.75 0.75 2.50 1.50 12.00 3.00 1.00 1.00 2.00 0.50 3.00	0.35 1 0.35 1 1.00 1 0.50 1 10.00 4 2.00 1 0.50 1 0.50 1 0.50 1 0.55 1	0.13 0.01 0.50 0.11	Backfire Bad Moon Balance Ball Lightning Birds of Paradise Black Knight Black Mana Battery Black Ward Black Ward Blessing Blight	URRRRURUURU	1.00 7.00 6.00 10.00 8.00 2.00 4.00 2.00 1.00 4.29 1.00	0.50 5.00 4.00 8.00 6.00 1.00 3.00 1.00 0.50 3.00 0.73	0.25 1 4.00 4 3.00 2 4.00 3 3.00 4 0.50 1 2.00 1 0.25 1 2.00 1 0.25 1 2.00 1	Land Tax Leviathan Ley Druid Ubrary of Leng Lifeforce Lifelace Lifelap Lifetap Lightning Bolt Living Artifact Living Artifact Living Lightning Lightning Bolt Living Artifact Living Lightning Lightning Lightning Lightning	R I I I I I I I I I I I I I I I I I I I	.00 4 .00 4 .00 0 .00 0 .00 0 .00 3 .00 0 .00 0 .00 3 .00 0 .00 3 .00 3 .00 3 .00 3 .00 3	.00 1.50 .00 2.00 .00 2.00 .50 0.25 .50 0.50 .50 0.25 .50 0.49 .50 0.49 .50 0.05 .00 1.50 .00 2.00 .65 2.00	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0.05 0.25	Wall of Bone	U U U U U U U U U R U R

									\$5850B				
Steal Artifact	U	1.00	0.75	0.35	1		Backfire	U	1.00	0.50	0.25	1	
Stone Giant	U	1.00	0.75	0.35	1	0.13	Bad Moon	R	7.00	5.00	4.00	4	
Sunglasses of Urza	R	4.00	2.50	1.00	1		Balance	R	6.00	4.00	3.00	2	
Swords to Plowshares	U	2.29	1.50	0.50	1		Ball Lightning	R	10.00	8.00	4.00	3	
Taiga	R	17.00	12.00	10.00	4		Birds of Paradise	R	8.00	6.00	3.00	4	
The Hive	R	5.00	3.00	2.00	1		Black Knight	U	2.00	1.00	0.50	1	
The Rack	U	2.00	1.00	0.50	1		Black Mana Battery	R	4.00	3.00	2.00	1	
Thicket Basilisk	U	1.00	1.00	0.50	1	0.01	Black Vise	U	2.00	1.00	0.50	1	
Thoughtlace	R	3.00	2.00	0.95	1	0.50	Black Ward	U	1.00	0.50	0.25	1	
Throne of Bone	U	1.00	0.50	0.25	1		Blessing	R	4.29	3.00	2.00	1	
Timber Wolves	R	4.00	3.00	1.00	1	0.11	Blight	U	1.00	0.73	0.50	1	
Titania's Song	R	4.00	2.75	1.00	1	0.25	Blue Mana Battery	R	4.00	3.00	2.00	1	
Tropical Island	R	15.00	12.00	10.00	4		Blue Ward	U	1.00	0.50	0.25	1	
Tsunami	U	1.50	0.75	0.35	1		Bog Wraith	U	1.00	0.50	0.49	1	
Tundra	R	18.00	12.00	9.00	4		Bottle of Suleiman	R	4.00	3.00	1.50	1	
Tunnel	U	1.00	0.75	0.35	1		Brass Man	U	1.00	0.50	0.25	1	
Underground Sea	R	16.00	12.00	10.00	4		Bronze Tablet	R	4.00	3.00	1.50	1	
Uthden Troll	U	1.50	1.00	0.35	1	0.11	Burrowing	U	1.00	0.50	0.25	1 *	
Verduran Enchantress	R	4.00	3.00	2.00	1		Carrion Ants	U	3.00	1.00	0.50	1	
Vesuvan Doppelganger	R	22.00	15.00	9.00	3		Castle	U	1.00	0.50	0.49	1	
Veteran Bodyguard	R	9.25	5.00	3.00	2		Cave People	U	1.00	0.50	0.25	1	
Volcanic Eruption	R	4.00	3.00	1.00	1		Celestial Prism	U	1.00	0.50	0.25	1	
Volcanic Island	R	16.00	12.00	9.00	4		Channel	U	1.00	0.50	0.25	1	
Wall of Air	U	1.00	0.75	0.25	1		Chaoslace	R	4.00	2.50	0.95	1 0.50	
Wall of Bone	U	1.00	0.50	0.25	1		Clockwork Avian	R	5.00	3.00	2.00	1	
Wall of Brambles	U	1.00	0.50	0.25	1		Clockwork Beast	R	4.00	3.00	2.00	1	
Wall of Fire	U	1.00	0.50	0.25	1		Cockatrice	R	5.00	3.20	2.00	1 0.20	
Wall of Ice	U	1.00	0.50	0.25	1		Colossus of Sardia	R	6.00	4.50	2.00	1 0.50	
Wall of Stone	U	1.00	0.59	0.25	1	0.04	Conservator	U	1.00	0.50	0.25	1	
Wall of Swords	U	1.00	0.75	0.25	1	0.0	Control Magic	U	2.00	1.00	0.50	1	
Wall of Water	U	1.00	0.50	0.25	1		Conversion	U	1.00	0.50	0.49	1	
Wanderlust	Ü	1.00	0.75	0.25	1	0.13	CoP: Artifacts	U	2.00	1.00	0.50	1 0.13	
Warp Artifact	R	4.00	2.00	0.95	1	0.10	Coral Helm	R	4.00	3.00	1.50	1	
Water Elemental	U	1.00	0.55	0.25	1	0.04	Cosmic Horror	R	4.00	3.00	2.00	1	
Web	R	3.00	2.50	1.00	1	0.01	Counterspell	Ü	2.00	0.75	0.25	1	
Wheel of Fortune	R	12.00	8.50	4.00	3	0.50	Crimson Manticore	R	4.00	3.00	1.50	1	
White Knight	Ü	2.00	1.00	0.50	1	0.00	Crumble	Ü	1.00	0.50	0.49	1	
White Ward	U	1.00	0.50	0.25	1		Crusade	R	7.00	5.00	3.00	2	
Will-0'-The-Wisp	R	6.49	5.00	3.00	2		Crystal Rod	Ü	1.00	0.50	0.25	1	
Winter Orb	R	7.00	5.00	3.00	4		Cursed Land	U	1.00	0.50	0.23	1	
Wooden Sphere	U	1.00	0.50	0.25	1		Cursed Rack	U	1.00	0.75	0.50	1	
Wrath of God	R	9.00	6.88	5.00	4	0.13	Dancing Scimitar	R	4.00	3.00	1.50	1	
Zombie Master	R	5.00	3.00	2.00	1	0.10	Deathgrip	U	1.00	0.50	0.25	1	
Lumino master	"	0.00	3.00	2.00			Deathlace	R	4.00	2.75	1.00	1 0.50	
		1	30				Desert Twister	U	1.00	0.63	0.25	1 0.30	
FOUR	т	н	ΕD	IT.	1 C	N	Detonate	U	1.00	0.60	0.50	1	
Complete Set	_		\$210.00 \$		_		Diabolic Machine	U	1.00	0.50	0.50	1	
Booster Pack	1	4.95		2.95		0.25	Dinous Foo	R	4.00	3.00	2.00	1	

	Cartii Cieilielitai	U	1.00	0.10	U.ZJ		: Kig
	Earthquake ·	R	5.00	4.00	2.00	2	Rod
•	Ebony Horse	R	4.00	3.00	1.00	1	Roy
•	Elder Land Wurm	R	4.00	3.00	2.00	1	Sav
1	El-Hajjâj	R	4.00	3.00	2.00	1	Sca
	Elven Riders	U	1.00	0.75	0.50	1	Seg
i	Elvish Archers	R	4.00	3.00	2.00	1	Sen
1	Energy Flux	U	1.00	0.60	0.39	1	Ser
i	Evil Presence	U	1.00	0.50	0.49	1	· Ch
1	Eye for an Eye	R	4.00	3.00	2.00	1	Shir Sim 3 Sin
1	Feedback	Ü	1.00	0.50	0.25	1	Sim
							OIII
	Fellwar Stone	U	1.50	1.00	0.50	1 0.1	3 Sin
i	Fire Elemental		1.00	0.75	0.50	1	Sire
1	Fireball	C	0.50	0.15	0.05	0 0.0	3 : Slei
1	Flashfires	U	1.00	0.50	0.25	1	Sm
		R	4.00	3.00	1.50	1	
١	Flying Carpet						Sor
4	Force of Nature		8.00	5.00	3.00	2 0.9	
	Fungusaur	R	4.00	3.00	2.00	1	: Spi
1	Gaea's Liege	R	6.00	3.50	2.00	1	Spi
	Ghost Ship	U	1.00	0.50	0.25	1	Sta
	Glasses of Urza	U	1.00	0.50	0.25	1	Ste
۱							
	Gloom	U	1.00	0.75	0.25	1	Sto
	Goblin Balloon Brigade	U	1.00	0.67	0.50	1	Stri
	Goblin King	R	6.00	4.00	2.00	1	Sur
	Greed	R	4.00	3.00	2.00	1	Sw
	Green Mana Battery	R	4.00	3.00	2.00	1	Syl
	Green Ward	Ü	1.00	0.50	0.25	1	
		R					
	Helm of Chatzuk		4.00	3.00	1.50	1	Tav
	Howling Mine	R	7.50	5.53	4.00	3 0.4	
	Hurkyl's Recall	R	4.00	3.00	1.25	1	Tet
	Hurr Jackal	R	4.00	3.00	1.49	1	The
	Hurricane	U	1.00	0.63	0.25	1	The
	Hypnotic Specter	U	3.00	2.00	0.50	1	Thi
		R	4.50	4.00			
	Inferno				2.00	1 0.0	
	Instill Energy	U	1.00	0.50	0.25	1	Thr
	Iron Star	U	1.00	0.50	0.25	1	Tim
	Island Fish Jasconius	R	4.00	3.00	1.50	1	Tim
	Island Sanctuary	R	4.00	3.00	2.00	1	Tita
	Ivory Cup	U	1.00	0.50	0.25	1	Tris
			5.00	4.00			
	Ivory Tower	n			2.00	1	Tsu
	Jade Monolith		4.00	3.00	2.00	1	Tun
	Jandor's Saddlebags	R	4.00	3.00	1.50	1	Und
	Jayemdae Tome	R	5.00	3.99	2.00	1 0.0	4 Unt
	Junún Efreet	U	1.00	0.75	0.50	1	Urz
	Karma	U	1.00	0.60	0.50	1 0.1	
	Keldon Warlord	U	1.00	0.75	0.50	1	Ver
	Killer Bees	U	4.00	1.00	0.50	1	Visi
							VISI
1	Kismet	U	1.79	1.00	0.50	1 0.0	3 Vol
f	Kormus Bell	R	4.00	3.00	1.50	1	Wa
i	Land Tax	R	6.00	4.00	2.00	1	Wa
i	Leviathan	R	6.00	4.00	2.00	1	Wa
i	Ley Druid	U	1.00	0.50	0.25	1	Wa
ı	Library of Leng	U	1.00	0.50	0.50	1	Wa
i	Lifeforce	Ü	1.00	0.50	0.25	1	Visi Wa Wa Wa Wa Wa Wa Wa
i		R	4.00	3.00	1.00	1	W/a
ı	Lifelace						Wa
	Lifetap	U	1.00	0.50	0.49	1	Wa
1	Lightning Bolt	C	1.00	0.50	0.05	1 0.0	
1	Living Artifact	R	4.00	3.00	1.50	1	Wa
	Living Lands	R	4.00	3.00	2.00	1	: Wa
i	Lord of Atlantis	R	5.49	3.65	2.00	1 0.2	5 Wa
i	Lord of the Pit	R	8.00	5.00	2.00	1	We
i	Lure	Ü	1.00	0.63	0.50	1	Wh
							1875
	Magical Hack	R	5.00	3.00	2.00	1	Wh
į	Magnetic Mountain	R	4.00	- 3.00	1.00	1	5 Wa We Wh Wh Wh Wh Wil
	Mahamoti Djinn	R	8.00	6.00	3.00	4	Wh
į	Mana Clash	R	4.00	3.00	2.00	1	Wil
i	Mana Flare	R	6.00	4.00	2.00	2	Wir
ı	Mana Short	R	4.80	3.00	2.00	1	Wir
ı	Mana Vault	R	5.00	3.58	0.00	2 0.5	8 Wir
ı	Manaharhe	R			2.00		144
ı	Manabarbs		4.00	3.00	2.00	1	Wo
	Meekstone		4.50	3.00	2.00	1	Wn
ı	Millstone Mind Bomb	R	6.00	4.00	3.00	2 0.1	3 : Xer
ı	Mind Bomb	U	1.00	0.60	0.50	1	Zor
ı	Mind Twist	R	5.00	3.00	2.00	1	
ı	Mind Twist Mishra's Factory	U	5.00	3.00	0.50	1	-
	Mishra's War Machine		4.00	3.00	1.49	1	
į	Nether Shadow	P	4.00	3.00	2.00	1	Cor
	Movinurral's Diet	P				1	D
i	Nether Shadow Nevinyrral's Disk Nightmare	n	8.00	6.00	4.00	4	Boo
1	Nightmare	K	9.29	6.00	3.00	2	Boo
ı	Northern Paladin	R	6.00	4.00	2.00	1	Sta
	Oasis	U	1.00	0.55	0.25	1	Sta
ı	Obsianus Golem	U	1.00	0.50	0.25	1	Тур
	Onulet	R	4.00	3.00	1.00	1	
ı	Onulet Orcish Artillery Orcish Oriflamme	11	1.00	0.67	0.25	1	Abb
ı	Orcish Oriflamme	II	1.00	0.50	0.25	1	Aby
	Omithenter	0				1	AU
ı	Ornithopter Osai Vultures Personal Incorpation	U	1.00	0.50	0.50	1	Ada
ı	Osai Vultures	U	1.00	0.50	0.50	A second	Δt
ĺ	Personal Incarnation		5.00	3.40	2.00	1 0.4	0 Air
į	Phantasmal Forces Phantom Monster	U	1.00	0.50	0.25	1	Akr
į	Phantom Monster	U	1.00	0.67	0.25	1	Ala
1	Pirate Ship	R	4.00	3.00	2.00	1	Ang
	Pirate Ship Power Surge	P	4.00	3.00	2.00	1	An-
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ı	Purelace	K	4.00	3.00	1.00	1 0.5	0 Ank
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	Rebirth	_	4.00	3.00	1.00	1	Ast
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letravus	R	5.00	3.00	2.00		
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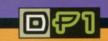
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Altania Dead 1.00 Pelon Signazerm 1.00 Mass Claim 5.100 Spring Drate 5.100 Careof Treem 5.20 Special State 5.100 Pelon Signazio 5.100 Marcharin 5.100 Pelon Signazio 5.100 Marcharin 5.100 Pelon Signazio 5.	Alcatory	\$1.00	Flashfires	\$1.00		\$1.00						\$2.00
Altar of Booc 1.00 Found Sputzern 1.00 Mana Clash 31.00 Spike Rospe 51.00 Circle Trome 52.00 Spike Rospe 51.00 Deveror Bammarging \$2.00 Telefronce 52.00 Anab. Of Mainer	Ali Baba	\$1.00	Floodgate	\$1.00	Mana Breach	\$1.00		\$1.00				\$2.00
Anthon (Alba) 2.10. Physosoper Flood 1.00 Mans Severmen 5.10. Springs Plays 3.10. Deep Of Sorow 3.20. The Alba) 2.10. Physosoper 1.00 Mangar's Equipy 3.10. Springs Plays 3.10. December 5.10. The Alba) 2.10. Physosoper 1.00 Mangar's Equipy 3.10. Springs Plays 3.10. December 3.10. The Alba) 2.10. Physosoper 1.00 Mangar's Equipy 3.10. Springs Plays 3.10. The Alba) 2.10. The								\$1.00	Cursed Totem	\$2.00		\$2.00
Asab Of Mindre 1,000 Phyling Carper 1,000 Mansharbn 1,000 Speint Fibral 1,000 Speint								\$1.00	Derelor	\$2.00	Sword Of The Chosen	\$2.00
Armsgodon C. 10.0 Forg Bask 10.0 Managar's Berning 51.0 Spoils of Part 51.00 Enhormatic 51.00 Tournell 51.00 Spoils of Part 51.00 Enhormatic 51.00												\$2.00
Amagedon Clock 1,00 Portugation (10 with 1,00 Margar's Equity 31.00 Sentione 51.00 Environ Archers 52.00 Total Acquired 1,00 Marker												\$2.00
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Availanche 1.00 Finispall Bloom 1.00 Modelie 1.00 Sequenting 1.00 Se												\$2.00
BackFire 1.00												
Badavisar Double 10.00 Caperal Juckseld												\$2.00 \$2.00
Baldavisa Dead 1.00 George Interest 1.00 George State 1.00 Telepis Early 1.00 Telepis 1.00												\$2.00
Baldavisan Dead 1.00 General Jarkeld 1.10 Meliesse Seprit 3.10 Teffer's Pauzle Box 3.10												\$2.00
Baldavisan Fluydra \$1.00 Choot Town \$1.00 Meting \$1.00 Teler's Realm \$1.00 Escaped Stape, edited \$2.00 Verland Toole \$2.00 Welland Toole \$2.00 W												\$2.00
Baldevin Trading Post \$1.00 Chooly Flame \$1.00 Mercick Ri Herri \$1.00 Terferi Veil \$1.00 Terferi V	Balduvian Hydra	\$1.00	Ghost Town	\$1.00								
Benthic Djinn	Balduvian Trading Post	\$1.00	Ghostly Flame	\$1.00	Mercenaries	\$1.00						\$2.00
Binding Grosp			Glasses Of Urza		Merieke Ri Berit		Tempest Drake					\$2.00
Black Arrow \$1.00 Cobbin Artisans \$1.00 Mind Bernes \$1.00 Terrows \$1.00 Flowstone Wyern \$2.00 Well of Knowledge \$1.00 Terrows \$1.00 Flowstone Wyern \$2.00 Well of Knowledge \$2.00 Well of Kn							Tempest Efreet					
Black Knight										\$2.00		\$2.00
Black Mana Buttery \$1,00 Gobblis Bombardment \$1,00 Mind Wagges \$1,00 The Bullen \$1,00 Forbidden England \$2,00 Winding Carpons \$5									Fool's Tome	\$2.00	Well Of Knowledge	\$2.00
Boulany of the Hunt \$1,00 Golbin Jaye \$1,00 Mindowappe \$1,00 The Hive \$1,00 Golbin Source \$1,00 Golbin \$1,00 Golbin Source \$1,00 Golbin \$1,00 Golbin Source											Winding Canyons	\$2.00
Brass Man 1.00 Gobbin Scouts 51.00 Minson Marquer 51.00 Minson Tortests 2st 51.00 Thereby Workers 51.00 Gallowhead 52.00 Cancroal Diamond 52.00 Cancroal Di											Wood Sage	\$2.00
Brass-Nano S.100 Gobilis Snowman S.100 Moss Diamond S.100 Timeker Wolves S.100 Gerard's Battle Cry S.200 Element Of Drams S.100 Gerard's Sattle Cry S.200 Element Of Drams S.200 Element Dra												\$2.50
Breards Draws 1,00 Great Standard 1,00 Nader Simplicity 1,00 Time And Tide 1,00 Hund Toll 2,00 Eventual 3,00 Standard 3,00												\$2.50
Breath of Dreams												\$2.50
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Burnowing 1,00 Great Defender 51,00 Nature's Shoene 51,00 Tivodar's Crussude 51,00 Hidden Retreat 52,00 Estinaction 52,00 Carbon Range 51,00 Green Mana Battery 51,00 Nature's Lone 51,00 Totals Andrinon 51,00 Intruder Alarm 52,00 Hermit Draid 52,00 Carbon Range 51,00 Green Mana Battery 51,00 Nature's Nature's Lone 51,00 Totals Andrinon 51,00 Intruder Alarm 52,00 Hermit Draid 52,00 Carbon Range 51,00 Green Mana Battery 51,00 Nature's Warth 51,00 Totals Andrinon 51,00 Intruder Alarm 52,00 Hermit Draid 52,00 Carbon Range 51,00 Green Mana Battery 51,00 Carbon Range 51,00 Green Range 51,00												\$2.50
Surrowing S1.00 Great Wall S1.00 Anture's Chosen S1.00 Tobias Androin S1.00 Internal Medius S2.00 Heart Of Begardam S2.00 Choke S1.00 Green Scarab S1.00 Nature's Wrath S1.00 Tolarian Entrance S1.00 Invasion Plans S2.00 Knight of Strongald S2.00 Choke S1.00 Choke												\$2.50
Carbon Range 51.00 Green Mann Battery 51.00 Nature's Lore 51.00 Tolarian Serpent 51.00 Invasion Free 51.00												\$2.50
Chocke												\$2.50
Chromatic Armor												\$2.50
Circle of Depair S.1.00 Circle of Depair S.1.00 Circle of Depair S.1.00 Circle of Proc. Artificts S.1.00 Circle of Circle of S.1.00 Circle												\$2.50
Circle of Despair 51.00 Hot Springs 51.00 Oath of Lim-Dul 51.00 Triangle of War 51.00 Kaervek's Sprite 52.00 Reckless Embermage 52.00 Circle of Prox Artificis 51.00 Circle of Prox Artificis 51.0												\$2.50
Circling Vultures S.1.00 Hulking Cyclops S.1.00 Onubet S.1.00 Trace Trac												\$2.50
Circling Vultures \$1.00 Humble \$1.00 Claw Stiff Header \$1.00 Truce \$1.00 Life Chisel \$2.00 Three Wishes \$2.00 Claw Stiff Header \$1.00 Claw of Gix \$1.00 Hunding Gjomenes \$1.00 Orcish Eleder \$1.00 Trumel \$1.00 Limite Resources \$2.00 Ultabi Wildcast \$2.00												
Claws of Gis \$1.00 Hunding Glomense \$1.00 Orcish Healer \$1.00 Clockwork Avian \$1												\$2.50 \$2.50
Clockwork Name St.00 Hurkyl's Recall St.00 Oreish Eibrarian St.00 Undertow												\$2.50
Clockwork Avian S1.00 Hurr Jackal S1.00 Croish Orifish member S1.00 Clockwork East S1.00 Lion's Eye Diamond S2.00 Clockwork East S1.00 Clockwork		\$1.00										\$2.50
Clockwork Beast 51.00 Hurricane 51.00 Creish Seutlers 51.00 Underrow 51.00 Lodestone Bauble 52.00 Under Troll 52.00 Cookatrice 51.00 Lodestone Bauble 52.00 Voodoo Doll 52.00 Consist Horror 51.00 Lodestone Bauble 52.00 Voodoo Doll 52.00 Consist Horror 51.00 Lodestone Bauble 52.00 Voodoo Doll 52.00 Consist Horror 51.00 Lodestone Bauble 52.00 Voodoo Doll 52.00 Consist Horror 51.00 Lodestone Bauble 52.00 Voodoo Doll 52.00 Consist Horror 51.00 Lodestone Bauble 52.00 Lodestone Bauble 52.00 Lodestone Bauble 52.00 Voodoo Doll 52.00 Lodestone Bauble 52.00 Lodest	Clockwork Avian	\$1.00	Hurr Jackal	\$1.00								
Cockatrice S1.00 Hyalopterous Lemuer S1.00 Cornic Gorgan S1.00 Cosmic Horror Cosmic Horror S1.00 Cosmic	Clockwork Beast	\$1.00	Hurricane	\$1.00								\$2.50
Cod Snap S1.00 Vory Gargoyle S1.00 Commis Forces Snap Commis Snap Commis Snap Commis Snap Snap Commis Snap Sna	Cockatrice	\$1.00	Hyalopterous Lemure	\$1.00								\$2.50
Comis Horror S1.00 Lorg / Gaurdians S1.00 Jude Monolith S1.00 People Of The Woods S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Marble Diamond S2.00 Marble Diamond S2.00 Ancestral Rhowledge S1.00 Lorg's New Prant (my 4 S1.00 Marble Diamond S2.00 Diamond S2.00 Diamond S2.00 Diamond	Cold Snap	\$1.00	Ivory Gargoyle	\$1.00	Order of the Sacred Torch	\$1.00		\$1.00				\$2.50
Crashing Boars 51.00 Jandor's Ring 51.00 People Of The Woods 51.00 Crimson Manticore 51.00 Jandor's Sing 51.00 Personal Incamation 51.00 Crimson Roc 51.00 Jandor's Saddlebags 51.00 Phantasmal Forces 51.00 Curse of Marit Lage 51.00 Jayemdar Tomo 51.00 John 11.00 Phantasmal Forces 51.00 Curse Artifact 51.00 Javemdar Tomo 51.00 Phyrexian Furnace 51.00 Curse of Marit Lage 51.00 John Joh			Ivory Guardians	\$1.00	Pale Bears	\$1.00	Urza's Mine (any of 4)	\$1.00		\$2.00		\$2.75
Crimson Roc 1.00 Janodr's Saddlebags 1.00 Phantasmal Forces 1.00 Curse of Marit Lage 1.00 Jayendae Tome 1.00 Phyrocian Furnace 1.00 Curse of Marit Lage 1.00 Jeweled Bird 1.00 Political Trickery 1.00 Cursed Land 1.00 Jeweled Bird 1.00 Political Trickery 1.00 Cursed Land 1.00 Johnal Wurm 1.00 Power Leech 1.00 Johnal Wurm 1.00 Power Leech 1.00 Juny Bubble 1.00 Damping Field 1.00 Juny Basin 1.00 Pradesh Oppines 1.00 Damping Field 1.00 Juny Basin 1.00 Primal Clay 1.00 Vibrating Sphere 1.00 Nature's Resurgence 2.00 Caraed Armodon 32 Dance of the Dead 1.00 Junun Efreet 1.00 Protechins 1.00 Dancing Scimitar 1.00 Junun Efreet 1.00 Quagnire 1.00 Dancing Scimitar 1.00 Justice 1.00 Vibrating Sphere 1.00 Vibrating Sphere 1.00 Necrologia 1.00 Necrolo						\$1.00	Urza's Power Plant (any 4)	\$1.00	Marble Titan	\$2.00		
Crown of the Ages St. 1.00 Jayendae Tome St. 1.00 Phyleckian Furnace St. 1.00 Veg Townships St. 1.00 Morg Infestation St. 2.00 Blinking Spirit St. 1.00 Curse of Marit Lage St. 1.00 Johtull Wurm St. 1.00 J						\$1.00	Urza's Tower (any of 4)	\$1.00	Marton Stromgald	\$2.00		\$3.00
Curse of Marit Lage \$1.00 Jeweled Amulet \$1.00 Polytecian Furnace \$1.00 Vicabinino Sandstalker \$1.00 Morimfen \$2.00 Citanul Hierophants \$3.00 Cursed Rack \$3.00 Johtull Wurm \$1.00 Power Leech \$1.00 Visabinino Sandstalker \$1.00 Nature's Resurgence \$2.00 Citanul Hierophants \$3.00 Cursed Rack \$3.00 Johtull Wurm \$3.00 Pradesh Gypsies \$1.00 Visabinino Sandstalker \$1.00 Nature's Resurgence \$2.00 Caraced Armodon \$3.00 Damping Field \$1.00 Jungle Basin \$1.00 Primad Clay \$1.00 Visabinino Sandstalker \$1.00 Nature's Resurgence \$2.00 Deadshot \$2.00 Deadshot \$2.00 Deadshot \$2.00 Deadshot \$2.00 Dancing Scriminar \$1.00 Nature's Resurgence \$2.00 Deadshot \$2.00						\$1.00	Vampirism	\$1.00	Mirri's Guile	\$2.00	Bazaar of Wonders	\$3.00
Cursed Rack S.100 Johntall Wurm S.100 Power Lecch S.100 Vibrating Sphere S.100 Nature's Resurgence S.200 Citanul Hierophants S.200 Cursed Rack S.100 Johntall Wurm S.100 Vibrating Sphere S.100 Nature's Resurgence S.200 Crazed Armodon S.200 Damping Field S.100 Jungle Basis S.100 Primal Clay S.100 Vilsions S.100 Vilsions S.100 Nature's Resurgence S.200 Crazed Armodon S.200 Damping Renewal S.200 Damping Renewal S.200 Damping Scimitar S.100 Jungle Basis S.100 Pyrochenics S.100 Volcanic Geryst S.100 Valva S.200 Damping Renewal S.200 Damping Renewal S.200 Damping Renewal S.200 Pyrochenics S.200 Volcanic Geryst S.200 Volcani									Mogg Infestation		Blessed Reversal	\$3.00
Cursed Rack S1.00 Juju Bubble S1.00 Day Bubble S1.00 Day Bubble S1.00 Day Pradesh (Opposes S1.00 Visions S1.00 Visions S1.00 Necrologia S2.00 Deadshot S3.00 Day											Blinking Spirit	\$3.00
Cursed Rack 51.00 Juigh Bubble 51.00 Prindesh Gypsies 51.00 Visions 51.00 Nature's Revolt 52.00 Deadshot											Citanul Hierophants	\$3.00
Damping Field												\$3.00
Dancing Scimitar 51.00 Justice 51.00 Pyrotechnics 51.00 Vodalian Illusionist 51.00 Necrosavant 52.00 Fevered Convulsions 53.00 Deadly Insect 51.00 Justice 51.00 Pyrotechnics 51.00 Vodalian Illusionist 51.00 No Quarter 52.00 Intrepid Hero 53.00 Deadly Insect 51.00 Kaervek's Hex 51.00 Quirion Druid 51.00 Vodalian Illusionist 51.00 No Quarter 52.00 Null Rod 53.00 Sale 53.00 No Quarter 52.00 Null Rod 53.00 Null Rod 53.0												\$3.00
Decenting Scientiar St.00 Justice St.00 Pyrotechnics St.00 Vodalian War Machine St.00 No Quarter St.00 Deadly Insect St.00 Caper Caper St.00 Caper St.00 Caper Caper St.00 Caper Cap												\$3.00
Death Spark \$1.00 Kaervek's Hex \$1.00 Quigmire \$1.00 Volcanic Eruption \$1.00 Oracle En-vec \$2.00 Null Rod \$3.00 Sach \$3.00 Sac												\$3.00
Death Spark S1.00 Kaervek's Purge S1.00 Quirion Druid S1.00 Volcanic Geyser S1.00 Oracle En-vec S2.00 Pendelhaven S2.00 Deathgrip S1.00 Karakas S1.00 Radjan Spirit S1.00 Walking Wall S1.00 Oracle En-vec S2.00 Pendelhaven S2.00 Despending Attained S2.00												\$3.00
Demonic Attorney S1.00 Karnakas S1.00 Radjan Spirit S1.00 Walking Wall S1.00 Orgg S2.00 Precognition S3.00 Demonic Attorney S1.00 Karna S1.00 Rag Man S1.00 Wand Of Ith S1.00 Orim, Samite Healer S2.00 Scalding Tongs S3.00 Desolation S1.00 Karoo Meerkat S1.00 Raiding Party S1.00 Weakstone S1.00 Peace Of Mind S2.00 Thran Lens S3.00 Desolation S1.00 Karoo Meerkat S1.00 Rakalite S1.00 Weakstone S1.00 Peace Of Mind S2.00 Thran Lens S3.00 Desolation S1.00 Karoo Meerkat S1.00 Rakalite S1.00 Weakstone S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 Desolation S1.00 Karplusan Giant S1.00 Rakalite S1.00 Walaelbone Glider S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 Desolation S1.00 Kasimir the Lone Wolf'\$1.00 Reality Twist S1.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 Zhalfrin Crusader S3.00 Zhalfrin Crusader S3.00 While Of Volrath S1.00 Peace Of Mind S2.00 Zhalfrin Crusader S3.00 Zhalfrin Crusader S3.							The state of the s					\$3.00
Descrit Notes S1.00 Karma S1.00 Rag Man S1.00 Wand of Ith S1.00 Orim, Samite Healer S2.00 Scalding Tongs S3.00 Descrit Wister S1.00 Karoo S1.0												\$3.00
Desort Twister \$1.00 Karoo \$1.00 Raiding Party \$1.00 Weakstone \$1.00 Pallimud \$2.00 Thran Lens \$3 Desolation \$1.00 Karoo Meerkat \$1.00 Rainbow Vale \$1.00 Whalebone Glider \$1.00 Peace Of Mind \$2.00 Zhalfirin Crusader \$3 Desolation \$1.00 Karplusan Giant \$1.00 Rakalite \$1.00 Whalebone Glider \$1.00 Peace Of Mind \$2.00 Zhalfirin Crusader \$3 Desolation Strong Str												\$3.00
Despotic Scepter \$1.00 Karplusan Giant \$1.00 Rakalite \$1.00 Web \$1.00 Web \$1.00 Peac Of Mind \$2.00 Zhalfirin Crusader \$3.00 Despotic Scepter \$1.00 Karplusan Giant \$1.00 Rakalite \$1.00 Whim Of Volrath \$1.00 Pearl Dragon \$2.00 Emerald Medallion \$3.00 Pearl Dragon \$2.00 Spirit Mirror \$3.00 Pearl Dragon \$4.00 Pe												\$3.00
Despotic Scepter \$1.00 Karplusan Giant \$1.00 Rakalite \$1.00 Whalebone Glider \$1.00 Pearl Dragon \$2.00 Emerald Medallion \$3 Detonate \$1.00 Karplusan Yeti \$1.00 Rayenous Vampire \$1.00 Whim Of Volrath \$1.00 Pearl Dragon \$2.00 Aboroth \$3.00 Diabolic Machine \$1.00 Keeper Of The Beasts \$1.00 Reality Twist \$1.00 Whiptoporwill \$1.00 Pendrell Mists \$2.00 Aboroth \$4 Diamond Kaleidoscope \$1.00 Keeper of Tresserhorn \$1.00 Reflect Damage \$1.00 Whirling Catapult \$1.00 Phyrexian Grimoire \$2.00 Alabaster Dragon \$4 Diamond Kaleidoscope \$1.00 Keeper of Tresserhorn \$1.00 Reflect Damage \$1.00 Whirling Dervish \$1.00 Prilar Tombs Of Aku \$2.00 Blood Lust \$4 Diamond Keleidoscope \$1.00 Keeper of Tresserhorn \$1.00 Righteous Avengers \$1.00 White Mana Battery \$1.00 Price Of Progress \$2.00 Consecrate Land \$4 Diamond Keleidoscope \$1.00 Killer Bees \$1.00 Righteous Avengers \$1.00 White Ward \$1.00 Psychic Vortex \$2.00 Copper Tablet \$4 Diamond Keeper of Tresserhorn \$1.00 Ritual of the Machine \$1.00 White Ward \$1.00 Reins Of Power \$2.00 Death Pits Of Rath \$4 Dragon Mask \$1.00 Killer Bees \$1.00 Ritual of the Machine \$1.00 Wild Wurm \$1.00 Reins Of Power \$2.00 Death Pits Of Rath \$4 Dragon Mask \$1.00 Kinight of Dusk \$1.00 River Delta \$1.00 Wild Wurm \$1.00 Reins Of Power \$2.00 Dream Halls \$4 Dragon Mask \$1.00 Kormus Bell \$1.00 Roc Hatchling \$1.00 Word of Blasting \$1.00 Rown Acoust St.00 Rown St.00 Rown St.00 Rown St.00 Rown St.00 Rown Rown St.00 Rown Rown St.00 Rown Rown St.00 Sabertooth Wyerr \$1.00 Safeguard \$2.00 Promancy \$4 Elder Land Wurm \$1.00 Lance \$1.00 Shimmer \$1.00 Shimmer \$1.00 Scorched Earth \$2.00 Elkin Bottle \$1.00 Limbul's Hex \$1.00 Shimmer \$1.00 Shimmer \$1.00 Scorched Earth \$2.00 Scorched Earth \$2.00 File Rown St.00 Scorched Earth \$2.00 Rown St.00												\$3.00
Detonate \$1.00 Karplusan Yeti \$1.00 Ravenous Vampire \$1.00 Whim Of Volrath \$1.00 Pegasus Refuge \$2.00 Spirit Mirror \$3.00 Spir												\$3.50
Diabolic Machine \$1.00 Kasimir the Lone Wolf \$1.00 Reality Twist \$1.00 Whippoorwill \$1.00 Pendrell Mists \$2.00 Alabaster Dragon \$4.00 Diabolic Vision \$1.00 Keeper Of The Beasts \$1.00 Reflect Damage \$1.00 Whirling Catapult \$1.00 Pillar Tombs Of Aku \$2.00 Alabaster Dragon \$4.00 Diamond Raleidoscope \$1.00 Keeper Of Tressershorn \$1.00 Reflecting Mirror \$1.00 Whirling Dervish \$1.00 Price Of Progress \$2.00 Consecrate Land \$4.00 Diabolic Vision \$1.00 Keldon Warlord \$1.00 Righteous Avengers \$1.00 White Mana Battery \$1.00 Price Of Progress \$2.00 Consecrate Land \$4.00 Dragon Engine \$1.00 Killer Bees \$1.00 Ritual of the Machine \$1.00 White Ward \$1.00 Recycle \$2.00 Defense Of The Heart \$4.00 Dragon Engine \$1.00 Kjeldoran Phalanx \$1.00 River Durball \$1.00 Wild Wurm \$1.00 Retribution Of The Meek \$2.00 Dragon Mask \$1.00 Kookus \$1.00 River Delta \$1.00 Wild Wurm \$1.00 Retribution Of The Meek \$2.00 Dragon Mask \$1.00 Kookus \$1.00 River Merfolk \$1.00 Wooden Sphere \$1.00 Kookus \$1.00 Roc Hatchling \$1.00 Word of Blasting \$1.00 Roc Hatchling \$1.00 Word of Blasting \$1.00 Roc Hatchling \$1.00 Roc Hatchling \$1.00 Roc Hatchling \$1.00 Krovikan Plague \$1.00 Krovikan Plague \$1.00 Roc Of Kher Ridges \$1.00 Krovikan Plague \$1.00 Kukemssa Pirates \$1.00 Runesword \$1.00 Kukemssa Pirates \$1.00 Roc Of Kher Ridges \$1.00 Sabertooth Wyvern \$1.00 Yavimaya Ants \$1.00 Roc Maze \$2.00 Dragon Most \$1.00 Lim-Dul's Paladin \$1.00 Shimmer \$1.00 Zebra Unicorn \$1.00 Scarbaland \$2.00 Scarbaland \$2.00 Elikin Bottle \$1.00 Lim-Dul's Hax \$1.00 Shimmer \$1.00 Zombie Mob												\$3.50
Diabolic Vision \$1.00 Keeper of The Beasts \$1.00 Reflect Damage \$1.00 Whirling Catapult \$1.00 Phyrexian Grimoire \$2.00 Alabaster Dragon \$4 Diamond Kaleidoscope \$1.00 Keeper of Tresserhorn \$1.00 Reflecting Mirror \$1.00 Whirling Dervish \$1.00 Phyrexian Grimoire \$2.00 Alabaster Dragon \$4 Diamond Kaleidoscope \$1.00 Keeper of Tresserhorn \$1.00 Reflecting Mirror \$1.00 Whirling Dervish \$1.00 Price Of Progress \$2.00 Consecrate Land \$4 Diamond Kaleidoscope \$1.00 Killer Bees \$1.00 Righteous Avengers \$1.00 White Mana Battery \$1.00 Price Of Progress \$2.00 Consecrate Land \$4 Diamond Kaleidoscope \$1.00 Killer Bees \$1.00 Righteous Avengers \$1.00 White Mana Battery \$1.00 Price Of Progress \$2.00 Consecrate Land \$4 Diamond Killer Bees \$1.00 Righteous Avengers \$1.00 White Scarab \$1.00 Reflecting Mirror \$1.00 Killer Bees \$1.00 Righteous Avengers \$1.00 White Ward \$1.00 Recycle \$2.00 Death Pits Of Rath \$4 Dragon Engine \$1.00 Killer Bees \$1.00 Riven Turnbull \$1.00 Witigo \$1.00 Recycle \$2.00 Death Pits Of Rath \$4 Dragon Mask \$1.00 Kinight of Dusk \$1.00 Riven Turnbull \$1.00 Wild Wurm \$1.00 Reins Of Power \$2.00 Death Pits Of Rath \$4 Dragon Mask \$1.00 Knight of Dusk \$1.00 River Delta \$1.00 Wild Wurm \$1.00 Revenant \$2.00 Pream Halls \$4 Dragon Mask \$1.00 Krowis Bell \$1.00 Roc Hatchling \$1.00 Word of Blasting \$1.00 Revenant \$2.00 Ferror \$4 Dragon Mask \$1.00 Krowis Bell \$1.00 Roc Hatchling \$1.00 Word of Blasting \$1.00 Revenant \$2.00 Frenctic Efreet \$4 Dragon Mask \$1.00 Krowis Plague \$1.00 Roc Of Rher Ridges \$1.00 Wrath of Marit Lage \$1.00 Root Maze \$2.00 Prought \$1.00 Kwemssa Pirates \$1.00 Runesword \$1.00 Yavimaya Ants \$1.00 Rowen \$2.00 Prought \$1.00 Kwemssa Pirates \$1.00 Sabertooth Wyvern \$1.00 Sabertooth Wyvern \$1.00 Sabertooth Wyvern \$1.00 Scalband \$2.00 Frenctic Marity \$1.00 Lightning Blow \$1.00 Shimmer \$1.00 Zebra Unicorn \$1.00 Scorched Earth \$2.00 Sc												\$4.00
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Eye For An Eye \$1.00 Living Armor \$1.00 Silver Erne \$1.00 Breathstealer's Crypt \$1.50 Shallow Grave \$2.00 15 for \$10.00		\$1.00	Lim-Dul's Paladin						Serenity	\$2.00		
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Item	High	Med	Low TF	2 +/	Item	High	Med		R +/-	ite Gathering	High N	Med Lo	w TR +/-	Item	High N	led Lo	w TR +	+/
	-					5.00	4.00	3.00 3		Shimian Night Stalker U3	3.00		50 1	Nafs Asp	1.00		0.20 1	
Fountain of Youth U Fyndhorn Elder U			0.49 1		Storm Cauldron R Strands of Night U	1.00	1.00	0.49 1		Sol'kanar, Swamp King U	5.10		.00 2	Oasis	1.00		0.15 1	
Glacial Wall U			0.49 1		Stromgald Cabal R	4.49	3.00	1.75 2		Stangg U	4.00		50 1	Osai Vultures	1.00		0.20 1	
Glasses of Urza U			0.50 1	0.50	Stupor U	2.00	1.00	0.49 1		Storm Seeker U3	2.00		50 1	Piety	1.00		0.20 1	
Goblin King R Goblin Recruiter U			3.00 3 0.49 1	0.50	Sulfurous Springs R Summer Bloom U	6.00	4.49 1.00	4.00 S	0.26	Takklemaggot U3 Teleport U	2.00		.25 1 .50 1	Pikemen Pit Scorpion	1.00		0.20 1 0.20 1	
Goblin Warrens R	9000000		2.00 2	0.50	Sunweb R	4.49	3.00	3.00 2	2	The Fallen U3	2.00		25 1	Pradesh Gypsies	1.00		0.20 1	
Gravebane Zombie U			0.49 1		Svyelunite Temple U	1.00	1.00	0.49	1	The Wretched U	6.00		.50 1 0.25	Psionic Entity	1.00		0.20 1	
Greed R			2.00 2		Tariff R	4.49 6.00	3.00 4.00	2.00 2 1.75 2		Triassic Egg U Vaevictis Asmadi U	3.00 6.00		.50 1 .50 1	Pyrotechnics Radjan Spirit	1.00		0.20 1 0.20 1	
Grinning Totem R Hammer of Bogardan R			4.00 3 4.49 5		Teferi's Puzzle Box R The Hive R	4.00	3.00	2.00		Vaevictis Asmadi U Voodoo Doll U	2.00		50 1 0.13	Rag Man	2.00		0.25 1	
Harmattan Efreet U	1.0		0.49 1		Thicket Basilisk U	1.00	1.00	0.50	1	Wall of Opposition U3	2.00		.50 1	Rebirth	1.00	0.63	0.25 1	
Havenwood Battleground U			0.49 1		Throne of Bone U	1.00	1.00	0.50	1	Wall of Wonder U3	2.00		49 1	Red Mana Battery	2.00		0.25 1	
Heavy Ballista U Hecatomb R			0.49 1 3.00 2		Tranquil Grove R Uktabi Orangutan U	4.49	4.00 1.00	3.00 2 0.49		Witch Hunter U3 Xira Arien U	2.50		.50 1 .50 1	Relic Bind Sandstorm	1.00		0.20 1 0.20 1	
Hidden Horror U			0.49 1		Uktabi Wildcats R	4.49	4.00	2.00		Yawgmoth Demon U	4.00		50 1	Seeker	1.00		0.20 1	
Howling Mine R			3.00 3		Underground River R	6.00	4.75	4.00		The state of the s				Segovian Leviathan	1.00		0.20 1	
Hulking Cyclops U			0.49 1		Unseen Walker U	1.00	1.00	0.49		RENA	155	FIN	ICE	Shapeshifter Sindbad	2.00		0.25 1 0.25 1	
Hurricane R Icatian Town R			1.00 2		Untarned Wilds U Unyaro Griffin U	1.00	1.00	0.50		Renaissance was produced	10000000	1000		Sisters of the Flame	1.00		0.20 1	
Illicit Auction R			2.00 2		Vampiric Tutor R	10.00	6.50	4.49		available in those languages				Spirit Link	4.50		0.25 1	
Infernal Contract R			2.00 2		Verduran Enchantress R	5.00	4.00	2.00		Chronicles, if they were not				Spirit Shackle	1.00		0.20 1	
Inferno R Insight U			3.00 2 0.49 1		Vertigo U Volcanic Dragon R	1.00 8.00	1.00 5.00	0.49		Renaissance does not inclut in Legends or The Dark.	te any ca	rds that on	ginally appeared	Strip Mine Sunken City	6.00 2.00		1.00 2 0.15 1	
Iron Star U			0.50 1		Volcanic Geyser U	2.00	1.00	0.49	1	in Legends of The Dark.				Sylvan Library	6.00		3.00 3	
Ivory Cup U			0.50 1		Waiting in the Weeds R	4.49	3.00	1.75			120.00 \$		1.00 3	Tawnos's Wand	1.00		0.20 1	120
Jade Monolith R Jalum Tome R			1.49 2 1.75 2		Wall of Air U Wall of Fire U	1.50	1.00	0.50		Booster Display Booster Pack	100.00 1		i.00 3	Tawnos's Weaponery Tempest Efreet	1.00		0.25 1 0.25 1	
Jalum Tome R Jayemdae Tome R			1.75 2		Wall of Swords U	1.00	1.00	0.50	A TOTAL OF THE	Typical Card	1.00		1.10 1	Tetravus	2.00		0.25 1	
Jokulhaups R			4.00 4		Wand of Denial R	5.00	4.00	2.00	3 0.25					Time Elemental	6.00		1.00 2	
Juxtapose R			1.75 2		Warmth U	2.00	1.00	0.49	1	Abomination			1.25 1	Triskelion	4.00		0.25 1	
Karplusan Forest R Kismet U			4.00 5 0.50 1	0.26	Warthog U Wind Spirit U	1.00	1.00	0.49	1	Alabaster Potion Ali Baba	1.00		1.20 1 1.25 1	Tundra Wolves Twiddle	1.00		0.20 1	1
Kjeldoran Royal Guard R			1.75 2		Wooden Sphere U	1.00	1.00	0.49		Amrou Kithkin	1.00		1.20 1	Uncle Istvan	1.00	1.00	0.25 1	13.1
Lead Golem U	1.0	0 1.00	0.49 1		Worldly Tutor U	2.00	1.00	0.49	1	Amulet of Kroog	1.00	0.25 0	1.20 1	Untamed Wilds	1.00		0.25 1	
Leshrac's Rite U			0.49 1		Wrath of God R	10.00	6.50	4.00		Angry Mob	2.00		1.25 1 1.20 1	Urza's Avenger	2.00		0.25 1 0.20 1	
Library of Lat-Nam R Light of Day U			2.00 2 0.49 1		Wyluli Wolf R Zombie Master R	4.49 5.00	3.00 4.00	3.00		Apprentice Wizard Ashes to Ashes	1.00		1.20 1	Vampire Bats Venom	1.00		0.20 1	
Living Lands R			2.00 2		Zur's Weirding R	6.00	4.00	3.00		Ashnod's Battle Gear	1.00		1.25 1	Visions	1.00	0.63	0.25 1	
Llanowar Elves C			0.05 0		Door section 1	200				Backfire	1.00		1.25 1	Wall of Dust	1.00		0.20 1	
Longbow Archer U Lord of Atlantis R			0.49 1 3.00 4		CHR	ON	1CI	Æ	=	Ball Lightning Battering Ram	12.00		i.00 4 i.20 1	Wall of Spears Whirling Dervish	1.00		0.20 1	2.01
Lure U			0.50 1	0.30	Complete Set	\$80.00	\$75.00	\$35.00	2	Bird Maiden	1.00		1.20 1	White Mana Battery	2.00		0.25 1	
Mana Prism U	1.0	0 1.00	0.49 1		Booster Display	135.00		76.50		Black Mana Battery	2.00		0.25 1	Winds of Change	3.00		0.20 1	
Mana Short R			1.75 2		Booster Pack	3.95		2.25		Blight	1.00		0.20 1	Winter Blast	1.00		0.20 1	
Manabarbs R Marble Diamond U			2.00 2 0.49 1		Typical Common	0.25	0.10	0.05	U	Blood Lust Blue Mana Battery	1.00		0.20 1 0.25 1	Word of Binding Xenic Poltergeist	2.00		0.20 1	
Maro R			4.00 5	0.50	Abu Ja'far U3	\$2.00	\$1.00	\$0.25	1	Bog Imp	1.00		0.20 1	Yotian Soldier	1.00		0.20 1	
Meekstone R			1.75 2		Akron Legionnaire U	3.00	1.50	0.50		Brainwash	1.00		0.20 1	Zephyr Falcon	1.00	0.25	0.20 1	
Millstone F	6.0	0 5.00	3.00 4	F 1 1 1 1 1 1 1 1	Aladdin U	3.75		0.50			1.00	0.63	1.25 1					
Mind Warn	1 15		0.40 1							Bronze Tablet Brothers of Fire								
Mind Warp Mischievous Poltergeist U	100000	0 1.00	0.49 1		Angelic Voices U Arcades Sabboth U		3.00	0.50 0.75	1	Brothers of Fire Brute,The	1.00	0.25	0.20 1 0.20 1	AR.	111	FIN	5	
Mischievous Poltergeist L Moss Diamond	1.0	0 1.00 0 1.00 0 1.00	0.49 1 0.49 1		Angelic Voices U Arcades Sabboth U Arena of the Ancients U	5.00 5.00 3.00	3.00 4.00 1.95	0.50 0.75 0.50	1 1 1	Brothers of Fire Brute,The Carnivorous Plant	1.00 1.00 1.00	0.25 0 0.25 0 0.25 0	1.20 1 1.20 1 1.20 1	Complete Set	\$1,000\$9	900.00 \$50	00.00 4	7
Mischievous Poltergeist L Moss Diamond Mystic Compass	J 1.0 J 2.0 J 1.0	0 1.00 0 1.00 0 1.00 0 1.00	0.49 1 0.49 1 0.49 1		Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U	5.00 5.00 3.00 4.00	3.00 4.00 1.95 2.00	0.50 0.75 0.50 0.50	1 1 1 1	Brothers of Fire Brute,The Carnivorous Plant Carrion Ants	1.00 1.00 1.00 2.00	0.25 0 0.25 0 0.25 0 1.50 1	0.20 1 0.20 1 0.20 1 1.00 1	Complete Set Booster Display	\$1,000 \$9 5,200	900.00 \$5 0 4,275	00.00 4 3,612 5	1
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor L	J 1.0 J 2.0 J 1.0 J 2.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00	0.49 1 0.49 1 0.49 1 0.49 1		Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U	5.00 5.00 3.00 4.00 3.00	3.00 4.00 1.95 2.00 2.00	0.50 0.75 0.50 0.50 0.50	1 1 1 1 1 1 1	Brothers of Fire Brute,The Carnivorous Plant Carrion Ants Cave People	1.00 1.00 1.00 2.00 1.00	0.25 0 0.25 0 0.25 0 1.50 1 0.25 0	0.20 1 0.20 1 0.20 1 1.00 1 0.20 1	Complete Set Booster Display Booster Pack	\$1,000 \$9 5,200	900.00 \$50 4,275 88.50	00.00 4	1
Mischievous Poltergeist L Moss Diamond Mystic Compass	J 1.0 J 2.0 J 1.0 J 2.0 R 5.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50	0.49 1 0.49 1 0.49 1		Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U	5.00 5.00 3.00 4.00 3.00	3.00 4.00 1.95 2.00 2.00 1.00	0.50 0.75 0.50 0.50	1 1 1 1 1	Brothers of Fire Brute,The Carnivorous Plant Carrion Ants	1.00 1.00 1.00 2.00 1.00 1.00 2.00	0.25 0 0.25 0 0.25 0 1.50 1 0.25 0 0.25 0 0.25 0	0.20 1 0.20 1 0.20 1 1.00 1 0.20 1 0.20 1 0.25 1	Complete Set Booster Display	\$1,000 \$9 5,200 105.00 2.00	900.00 \$50 4,275 88.50 1.00	00.00 4 3,612 5 70.00 4 0.30 1	1
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor L Nature's Resurgence F Necrosavant Nightmare F	1.0 2.0 1.0 2.0 2.0 2.0 8.5.0 8.8.0	0 1.00 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 6.00	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3	2	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barl's Cage U	5.00 5.00 3.00 4.00 3.00 2.00 2.00 3.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.63	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.25	1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia	1.00 1.00 1.00 2.00 1.00 1.00 2.00 7.00	0.25 0 0.25 0 0.25 0 1.50 1 0.25 0 0.25 0 0.63 0 2.00 0	120 1 120 1 120 1 1.00 1 1.00 1 1.20 1 1.25 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far U3	\$1,000 \$3 5,200 105.00 2.00 \$7.50	900.00 \$50 4,275 88.50 1.00	00.00 4 3,612 5 70.00 4 0.30 1	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor L Nature's Resurgence F Necrosavant F Nightmare Obsianus Golem L	1.0 2.0 1.0 2.0 2.0 2.0 8.5.0 8.6 8.0 1.0	0 1.00 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 6.00 0 1.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 1	2	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Bart's Cage U Beasts of Bogardan U3	5.00 5.00 3.00 4.00 3.00 2.00 2.00 3.00 2.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.63 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrior Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts	1.00 1.00 1.00 2.00 1.00 1.00 2.00 7.00 3.00	0.25 0 0.25 0 0.25 0 1.50 1 0.25 0 0.25 0 0.63 0 2.00 0	120 1 120 1 120 1 1.00 1 1.00 1 1.20 1 1.25 1 1.25 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far U3 Aladdin U2	\$1,000 \$3 5,200 105.00 2.00 \$7.50 12.59	900.00 \$50 4,275 \$88.50 1.00 \$5.00 \$7.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor L Nature's Resurgence F Necrosavant Nightmare F	J 1.0 J 2.0 J 1.0 J 2.0 R 5.0 R 5.0 R 5.0 J 1.0 J 1.0 J 1.0	0 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3	2	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barl's Cage U	5.00 5.00 3.00 4.00 3.00 2.00 2.00 3.00 5.00	3.00 4.00 1.95 2.00 2.00 1.00 1.63 1.00 3.00	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.25	1 1 1 1 1 1 1 1 1 0.13	Brothers of Fire Brute, The Carnivorous Plant Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia	1.00 1.00 1.00 2.00 1.00 1.00 2.00 7.00	0.25 0 0.25 0 0.25 1 1.50 1 0.25 0 0.25 0 0.63 0 2.00 0 1.00 0	120 1 120 1 120 1 1.00 1 1.00 1 1.20 1 1.25 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far U3	\$1,000 \$3 5,200 105.00 2.00 \$7.50	900.00 \$50 4,275 88.50 1.00	00.00 4 3,612 5 70.00 4 0.30 1	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor L Nature's Resurgence - Necrosavant - Nightmare - Obsianus Golem L Orcish Artillery L Orcish Oriflamme - Order, Sacred Torch - F	J 1.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 R 5.0 R 5.0 R 8.0 J 1.0 J 1.0 J 1.0 J 1.0 J 1.0 J 2.0 R 5.0 R 8.0 R 8.0 R 8.0 J 1.0 J 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 6.00 0 1.00 0 1.00 0 1.00 0 4.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 1 0.50 1 1.75 2	3 0.50	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Banshee U3 Barl's Cage U Beasts of Bogardan U3 Blood Moon U Blood of the Martyr U3 Book of Rass U	5.00 5.00 3.00 4.00 3.00 2.00 2.00 5.00 2.00 2.00	3.00 4.00 1.95 2.00 2.00 1.00 1.63 1.00 3.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.5	1 1 1 1 1 1 1 1 0.13 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrior Ants Carve People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 1.00 3.00 2.00	0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.25 1 1.25 1 1.25 1 1.25 1 1.25 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far U3 Aladdin U2 Aladdin's Lamp U2 Aladdin's Ring U2 All Baba U3	\$1,000 \$3 5,200 105.00 2.00 \$7.50 12.59 7.50 7.50 7.50	\$00.00 \$50 4,275 \$88.50 1.00 \$5.00 \$7.00 5.00 5.00 4.49	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Dossanus Golem L Oroish Artillery Orcish Oriflamme L Orcish Oriflamme Order, Sacred Torch F Ornithopter	J 1.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 S 5.0 R 5.0 R 8.0 J 1.0 J 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 1 0.50 1 1.75 2 0.50 1	3 0.50	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barfs Cage U Beasts of Bogardan U3 Blood Moon U3 Blood of the Martyr U3 Book of Rass U Bronze Horse U3	5.00 5.00 3.00 4.00 3.00 2.00 3.00 2.00 5.00 2.00 3.00	3.00 4.00 1.95 2.00 2.00 1.00 1.63 1.00 3.00 1.00 1.50	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.5	1 1 1 1 1 1 1 1 1 0.13 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 1.00 3.00 2.00 1.00	0.25 0 0.25 0 0.25 0 1.50 1 0.25 0 0.25 0 0.25 0 0.63 0 2.00 0 1.00 0 1.00 0 0.63 0 0.25 0	1.20 1 1 1.20 1 1 1.20 1 1 1.20 1 1 1.20 1 1 1.20 1 1 1.20 1 1 1.20 1 1 1.25 1 1 1 1.25 1 1 1 1.25 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far Aladdin U2 Aladdin's Lamp U2 Aladdin's Ring U2 Aladdin's Ring U3 Ali Baba U3 Ali from Cairo U2	\$1,000 \$3 5,200 105.00 2.00 \$7.50 12.59 7.50 7.50 95.00	900.00 \$50 4,275 3 88.50 1 1.00 \$5.00 5.00 5.00 4.49 75.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 45.00 4	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence R Necrosavant R Nightmare Obsianus Golem L Orcish Artillery L Orcish Orflamme Order, Sacred Torch F Omithopter L Patagia Golem L	1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 0.50 1 1.75 2 0.50 1 0.50 1	2 3 3 0.50	Angelic Voices Arcades Sabboth U Arena of the Ancients Arena of the Ancients U Avelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Banshee U3 Barfs Cage U Beasts of Bogardan U3 Blood Moon U Blood of the Martyr Blook of Rass U Bronze Horse U Chromium U	5.00 5.00 3.00 4.00 2.00 2.00 2.00 5.00 2.00 5.00 5.00	3.00 4.00 1.95 2.00 2.00 1.00 1.63 1.00 3.00 1.00 1.50 4.00	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.5	1 1 1 1 1 1 1 1 1 1 0.13	Brothers of Fire Brute, The Carnivorous Plant Carrivorous Plant Carrior Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 1.00 3.00 2.00	0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.63 0 0.20 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0	1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.225 1 1.225 1 1.225 1 1.225 1 1.225 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far Jaddin U2 Aladdin's Lamp Jaddin's Ring Jali Fan Cairo Jali Fan Cairo Jarmy of Allah C4	\$1,000 \$3 5,200 105.00 2.00 \$7.50 12.59 7.50 7.50 7.50 95.00 7.00	\$00.00 \$50 4,275 3 88.50 1 1.00 \$5.00 5.00 5.00 4.49 75.00 4	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 45.00 4 1.00 2	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence R Necrosavant R Nightmare Obsianus Golem L Orcish Artillery L Orcish Orflamme Order, Sacred Torch F Omithopter L Patagia Golem L	1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 6.00 0 1.00 0 1.00 0 4.00 0 4.00 0 1.00 0 4.00 0 4.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 1 0.50 1 1.75 2 0.50 1	2 2 3 3 3 0.50	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barfs Cage U Beasts of Bogardan U3 Blood Moon U3 Blood of the Martyr U3 Book of Rass U Bronze Horse U3	5.00 5.00 3.00 4.00 2.00 2.00 2.00 5.00 2.00 5.00 5.00	3.00 4.00 1.95 2.00 2.00 1.00 1.63 1.00 3.00 1.00 1.50 4.00 7.00	0.50 0.75 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.25 0.50 0.25 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 1.00 3.00 2.00 1.00	0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.63 0 0.63 0 0.63 0 0.25 0 0.63 0 0.63 0 0.63 0	1.20 1 1.20 1 1.20 1 1.20 1 1.00 1 1.20 1 1.20 1 1.22 1 1.25 1 1.25 1 1.25 1 1.25 1 1.25 1 1.25 1 1.25 1 1.25 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far Aladdin's Lamp U2 Aladdin's Ring U2 Bootte of Suleiman U2 Bottle of Suleiman U2 Bottle of Suleiman U2	\$1,000 \$2,000 \$2,000 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$1	\$00.00 \$50 4,275 \$88.50 \$1.00 \$5.00 5.00 \$5.00 \$7.00 5.00 \$5	00.00 4 3,812 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 3.00 1 3.00 1 4 1.00 2 8.00 2 3.00 2	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Orflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages F Perish	J 1.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 1.0 J 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 6.00 0 6.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 0 0.50 1 1.75 2 0.50 0 1.75 2 0.49 3 0.49 3 0.50 3 1.75 2 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.50 3 0.49 3 0.49 3 0.50 3	2 2 3 3 0.50	Angelic Voices Arcades Sabboth U Arcades Sabboth Arcades Sabboth Barfs Cage U Beasts of Bogardan U Beost of Bogardan U Book of Rass U Bronze Horse U Chromium U City of Brass U Cocoon U Cocoon U Cocoon U U Corestore U U Cocoon U U U COCOON U U U COCOON U U U U U U U U U U U U U U U U U U	5.00 5.00 3.00 4.00 3.00 2.00 3.00 5.00 2.00 3.00 5.00 5.00 4.00 4.00	3.00 4.00 1.95 2.00 2.00 1.00 1.63 1.00 3.00 1.00 1.50 4.00 7.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.25 0.50	1 1 1 1 1 1 1 1 1 1 0.13 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CaP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Dinine Transformation	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 2.00 1.00 1.00 1.00 1.00 1.00 2.00	0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0 0.63 0	1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1 1.22 1	Complete Set Booster Picker Typical Common Abu Ja Far Aladdin's Lamp U2 Aladdin's Ring U3 Aladdin's Ring U3 Ali from Cairo Ali From Cairo Carmy of Allah Bazaar of Baghdad U3 Bastan U3 Batter Batter U3 Batter	\$1,000 \$3 5,200 105,00 2,00 \$7,50 12,59 7,50 7,50 7,50 7,50 7,50 7,50 7,50 7,50	\$00.00 \$50 4,275 \$88.50 \$1.00 \$5.00 5.00 \$5.00 \$4.49 75.00 \$5.00 \$5.00 15.00 \$5.00 \$3.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 4 1.00 2 3.00 2 1.00 2	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Orflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestillence	J 1.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 1.0 J 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 6.00 0 1.00 0 1.00 0 1.00 0 1.00 0 4.00 0 1.00 0 4.00 0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.50 1 1.75 2 0.50 1 0.50 1 1.75 2 0.49 3 0.49 3 0.49 1 0.50 0 1.75 2 0.49 1	2 3 3 3 0.50	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Banshee U3 Banshee U3 Banshee U3 Banshee U3 Book of Rogardan U3 Blood Moon U Blood of the Martyr U3 Book of Rass U Bronze Horse U Chromium U City of Brass U Cocoon U3 Concordant Crossroads U Craw Giant U3	5.00 5.00 3.00 4.00 2.00 2.00 2.00 2.00 2.00 3.00 2.00 5.00 2.00 4.00 4.00 2.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.63 1.00 3.00 1.00 1.50 4.00 7.00 7.00 2.00	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrior Ants Cave People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Casmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Disholic Machine Divine Transformation Durkwood Boars	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 1.00 2.00 1.00 1.00 1.00 1.00 2.00	0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.63 0 0.065 0 0.065	1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.22 1 1.23 1 1.24 1 1.25 1	Complete Set Boaster Display Booster Pack Typical Common Abu Ja Far Aladdin U2 Aladdin's Lamp U2 Aladdin's Ring U2 Aladdin's Ring U2 Aladdin's Ring U2 Aladdin's Ring U2 Boaster U2 Aladdin's Ring U2 Boaster U2 Boaster U3 Boaster U3 Boaster U3 Boaster U4 Boaster U5 Boaster U4 Boaster U5 Booster U5	\$1,000 \$3 5,200 105,00 2,00 \$7,50 12,59 7,50 7,50 7,50 7,50 7,50 7,00 25,00 7,00 3,00	\$5.00 \$5.00 \$5.00 5.0	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 3.00 1 3.00 1 2.00 1 4.00 2 8.00 2 1.00 2	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior	J 1.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 2.0 J 1.0 J 1.0	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 6.00 0 1.00 0 1.00 0 1.00 0 1.00 0 4.00 0 4.00 0 4.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.49 0 0.50 1 1.75 2 0.50 0 1.75 2 0.49 3 0.49 3 0.50 3 1.75 2 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.50 3 0.49 3 0.49 3 0.50 3	2 3 3 0.50	Angelic Voices Arcades Sabboth U Arcades Sabboth Arcades Sabboth Barfs Cage U Beasts of Bogardan U Beost of Bogardan U Book of Rass U Bronze Horse U Chromium U City of Brass U Cocoon U Cocoon U Cocoon U U Corestore U U Cocoon U U U COCOON U U U COCOON U U U U U U U U U U U U U U U U U U	5.00 5.00 3.00 4.00 2.00 2.00 2.00 2.00 2.00 5.00 10.00 2.00 4.00 2.00 2.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.63 1.00 3.00 1.00 1.50 4.00 7.00 1.00 2.00 1.50 4.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.25 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CaP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Dinine Transformation	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 2.00 1.00 1.00 1.00 1.00 1.00 2.00	0.25 0 0.25 0 0.25 0 1.50 1 0.25 0 0.25 0 0.25 0 0.30 0 1.00 0 1.00 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.25 0 0.63 0 0.	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1	Complete Set Booster Pack Typical Common Abu Ja Far U3 Aladdin Lu2 Aladdin's Lamp U2 Aladdin's Ring U2 Ali from Cairo U2 Ali Faror Gairo U2 Ali From Gairo U2 Farmy of Allah C4 Bazaar of Baghdad U3 Bottle of Suleiman U3 Camel C5 City in a Bottle U2 City of Brass U3	\$1,000 \$3 5,200 105.00 2.00 \$7,50 12.59 7,50 7,50 95.00 7,00 25,00 7,50 7,50 7,50 7,50 7,50 7,50 7,50	\$5.00 \$5.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 4.00 2 8.00 2 3.00 2 1.00 1 0.30 1 0.30 4 4	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pead Oragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage	J 1.0J 2.0J 2.0J 1.0J 1.0J 1.0J 1.0J 1.0J 1.0J 1.0J 1	0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 6.00 0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.50 1 1.75 2 0.50 1 1.75 2 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3	2 3 3 3 0.50	Angelic Voices U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barl's Cage U Beasts of Bogardan U3 Blood Moon U Blood of the Martyr U3 Book of Rass U Bronze Horse U City of Brass U Cocoon U3 Concordant Crossroads U Craw Giant U3 Cyclone U Dakkon Blackblade U Dance of Many U	5.00 5.00 3.00 4.00 2.00 2.00 2.00 2.00 2.00 2.00 2	3.00 4.00 1.95 2.00 1.00 1.00 1.63 1.00 3.00 1.00 1.50 4.00 7.00 1.00 2.00 1.00	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Casmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Disholic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 1.00 2.00 1.00 1.00 1.00 2.00 1.00 2.00 1.00 2.00	0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.20 0 1.00 0 1.00 0 0.25 0	1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.22 1 1.22 1 1.25 1 1.25 1 1.25 1 1.25 1 1.25 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1 1.20 1	Complete Set Booster Pischer Pischer Popical Common Abu Ja Far Aladdin Lup Aladdin's Lump U2 Aladdin's Ring U2 Ali Baba U3 Ali Faba U3 Bazaar of Baphdad U3 Botte of Suleiman U2 Brass Man U3 Camel U5 City in a Bottle U2 City of Brass U3 Cyclone U3	\$1,000 \$3 5,200 105.00 2.00 \$7,50 12,59 7,50 7,50 7,50 7,50 7,50 7,00 25,00 7,00 3,00 30,00 7,50	\$5.00 \$5.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 45.00 4 1.00 2 8.00 2 1.00 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph	100 Total	0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 6.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 4.00 0 1.00 0 4.00 0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.50 1 1.75 0 0.50 0 1.75 0 0.49 1 0.49 1 0.49 0 0.	2 3 3 0.50	Angelic Voices Arcades Sabboth U Accades Sabboth Sanshae Barls Cage U Beasts of Bogardan U Beasts of Bogardan U Beod of the Martyr Blood of the Martyr Book of Rass U Bronze Horse U Chromilum U City of Brass U Cocoon U Cocoon U Cocoon U Cocoon U Dakkon Blackblade U Dakkon Blackblade U Dance of Many U Enchantment Alteration(L) Enchantment Alteration(L) Enchantment Alteration(L)	5.00 5.00 3.00 4.00 3.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 2.00 2.00 2.00 3.00	3.00 4.00 1.95 2.00 1.00 1.00 1.63 1.00 3.00 1.50 4.00 7.00 1.50 4.00 1.50 4.00 1.50 4.00 1.50 4.00 1.50	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 2.00 1.00 1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00	0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.25 0 0.20 0 0.25 0	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far Jaddin's Lamp Jaddin's Lamp Jaddin's Ring James Jam	\$1,000 \$3 5,200 105.00 2.00 \$7.50 12.59 7.50 7.50 95.00 7.00 25.00 3.00 25.00 30.00 7.50 7.50	\$5.00 \$7.00 \$5.00	00.00 4 3,612 5 70.00 4 0.30 1 82.00 1 2.00 1 3.00 1 2.00 1 4.00 2 8.00 2 3.00 2 1.00 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Orflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink	100 Telephone	0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 6.00 0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 0.50 1 1.75 2 0.50 1 1.75 2 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3 0.49 3	2 2 3 3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices U Arcades Sabboth U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barl's Cage U Beasts of Bogardan U3 Blood Moon U Blood of the Martyr U3 Book of Rass U Bronze Horse U Chromium U City of Brass U Cocoon U3 Concordant Crossroads U Craw Giant U3 Cyclone U Dance of Many U Enchantment AlterationU3 Erhnam Djinn U3 Fallen Angel U3 Fallen Angel U3	5.000 5.000 3.000 4.000 2.000 3.000 2.000 3.000 2.000 3.000 4.000 2.000 4.000 2.000 3.000 5.000 6.0000 6.000 6.000 6.000 6.000 6.000 6.000 6.000 6.000 6.0	3.00 4.00 1.95 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Casmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Disholic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 3.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1 1220 1 1220 1 1220 1 1221 1 1220 1 1220 1 1221 1 1221 1 1222 1 1225 1	Complete Set Booster Pischer Pippical Common Abu Ja Far Aladdin Lup Aladdin's Lump U2 Aladdin's Ring U2 Carmy of Allah Carty of Allah Catty U3 Carmy of Allah Catty City in a Bottle U2 City of Brass U3 Cyclone U3 Dancing Scimitar U2 Dasert U2 Desert U2 Cooper U3 Cooper U3 Cooper U4 Cooper U5 Cooper U6 Cooper U7 Cooper U7 Cooper U8 Cooper	\$1,000 \$3 5,200 105,00 2,00 \$7,50 12,59 7,50 7,50 95,00 7,50 7,50 7,50 7,50 7,50 7,50 7,50	\$5.00 \$5.00	00.00 4 3,612 5 70.00 4 0.30 1 82.00 1 2.00 1 3.00 1 3.00 1 2.00 1 1.00 2 8.00 2 3.00 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity	100 To 10	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 6.00 0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 4.00 3 0.50 1 1.75 0 0.50 1 1.75 0 0.49 0 0.	0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Archa of the Ancients Arena of the Ancients Arena of the Ancients Arena of the Ancients Arena of the Ancients U Aslerod Gunnarson U Avelrod Gunnarson U Aslerod Gunnarson U Aslerod Gunnarson U Aslerod Gunnarson U Beasts of Bogardan U Beasts of U U Beasts of U U U Bakkon Blackblade U Dance of Many Enchantment Alteration U U U U U U U U U U U U U U U U U U U	5.00 5.00 4.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 2.00 3.00 2.00 3.00 2.00 3.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Garnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CaP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure	1.00 1.00 1.00 1.00 1.00 1.00 1.00 3.00 1.00 1	0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1225 1 1225 1 1225 1 1220 1 1225 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1220 1 1220 1 1225 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1220 1 1220 1 1220 1 1220 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far Aladdin's Lamp U2 Aladdin's Lamp U3 Aladdin's Ring U3 Aladdin's Ring U4 Aladdin's Lamp U5 Aladdin's Lamp U6 Aladdin's Lamp U7 Aladdin's Lamp U8 Aladdin's Lamp U8 Aladdin's Lamp U8 Bazaar of Baphada U8 Bazaar of Baphada U8 Bazaar of Baphada U8 Bazaar of Baphada U2 Brass Man U3 Camell City in a Bottle U2 City of Brass U3 Opclone U3 Dancing Somittar U2 Desert U3 Desert Nomads C5 Desert Nomads U3 Desert Nomads U3 Desert Nomads	\$1,000 \$3,000 \$1,000 \$2,000 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$7,500 \$1,000 \$1	\$00.00 \$5(4,275	00.00 4 3,612 5 70.00 4 70.00 4 70.00 1 8\$2.00 1 3.00 1 3.00 1 3.00 1 45.00 4 1.00 2 3.00 2 1.00 1 6.00 2 1.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyresian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer	100 J	0 1.00 0 1.00 0 1.00 0 1.00 0 1.00 0 3.50 0 4.00 0 1.00 0	0.49 0.49 0.49 1.75 2.00 3.	2 2 3 3 0.50 1 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices U Arcades Sabboth U Arcades Sabboth U Arena of the Ancients U Avelrod Gunnarson U Ayesha Tanaka U Ayesha Tanaka U Banshee U3 Banshee U3 Banshee U3 Banshee U3 Banshee U3 Banshee U3 Bari's Cage U Beasts of Bogardan U3 Blood of the Martyr U3 Book of Rass U Bronze Horse U City of Brass U Cocoon U3 Cocoon U3 Cocoon U3 Cocoon U3 Concordant Crossroads U Craw Giant U3 Cyclone U Dance of Many U Dance of Many U Enchantment AlterationU3 Fallen Angel U3 Fallen Angel U3 Feldon's Cane C2 Fire Drake U3	5.00 5.00 3.00 2.00 3.00 2.00 3.00 5.00 5.00 6.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Erosion Fellwar Stone Fissure Flood	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1 122 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 120 1 125 1 120 1 125 1 120 1 120 1 121 1 120 1 121 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1	Complete Set Booster Pack Typical Common Abu Ja Far Aladdin's Lamp Jahaddin's Ring Jahaddin's	\$1,000 \$3 5,200 105,00 2,00 \$7,50 12,59 7,50 7,	\$00.00 \$5(4,275	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 3.00 1 3.00 1 3.00 1 4.500 4 1.00 2 8.00 2 1.00 1 0.30 1 2.00 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Ornithopter Patagia Golem Pearl Oragon Pearl Oragon Pearl Oragon Pearl Oragon Pearl Prayan Pestlence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit	100 To 10	0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 3.00 3 4.00 3 4.00 3 0.50 1 1.75 0 0.50 1 1.75 0 0.49 0 0.	0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 2 2 1	Angelic Voices Arcades Sabboth Archa of the Ancients Arena of the Ancients Arena of the Ancients Arena of the Ancients Arena of the Ancients U Aslerod Gunnarson U Avelrod Gunnarson U Aslerod Gunnarson U Aslerod Gunnarson U Aslerod Gunnarson U Beasts of Bogardan U Beasts of U U Beasts of U U U Bakkon Blackblade U Dance of Many Enchantment Alteration U U U U U U U U U U U U U U U U U U U	5.000 5.000 4.000 3.000 2.000 5.000 5.000 5.000 5.000 6.000 6.000 3.000 6.000 5.000 6.0000 6.	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Garnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CaP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure	1.00 1.00 1.00 1.00 1.00 1.00 1.00 3.00 1.00 1	0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1225 1 1225 1 1225 1 1220 1 1225 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1220 1 1220 1 1225 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1220 1 1220 1 1220 1 1220 1	Complete Set Booster Display Booster Pack Typical Common Abu Ja Far Aladdin's Lamp U2 Aladdin's Lamp U3 Aladdin's Ring U3 Aladdin's Ring U4 Aladdin's Lamp U5 Aladdin's Lamp U6 Aladdin's Lamp U7 Aladdin's Lamp U8 Aladdin's Lamp U8 Aladdin's Lamp U8 Bazaar of Baphada U8 Bazaar of Baphada U8 Bazaar of Baphada U8 Bazaar of Baphada U2 Brass Man U3 Camell City in a Bottle U2 City of Brass U3 Opclone U3 Dancing Somittar U2 Desert U3 Desert Nomads C5 Desert Nomads U3 Desert Nomads U3 Desert Nomads	\$1,000 \$3 5,200 105.00 2.00 2.00 \$7,50 7,50 7,50 95.00 7,50 7,00 7,	\$00.00 \$500 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$4.49 \$75.00 \$15.00 \$5.00 \$5.00 \$5.00 \$5.00 \$6.0	00.00 4 3,612 5 70.00 4 70.00 4 70.00 1 8\$2.00 1 3.00 1 3.00 1 3.00 1 45.00 4 1.00 2 3.00 2 1.00 1 6.00 2 1.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestillence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall	1 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.	0 1.00 0 1.00 0 1.00 0 0 1.00	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth U Archad file Ancients U Aslend Gunnarson U Ayesha Tanaka Bari's Cage Beasts of Bogardan Blood Moon U Blood of the Martyr Blood of the Martyr Book of Rass U Cocoon Cornordant Cocoon U City of Brass U Craw Giant U Craw Giant U Dance of Many U Dance of Many U Dance of Many Finant Fallen Angel Gabriel Angelfire U Gabriel Angelfire Gabriel Chaos Gobblin Artisans U Artisans U Artisans U Artisans U Articant U Dance of Many Finant Finant Gabriel Angelfire U Gabriel Angelfire	5.00 5.00 3.00 2.00 2.00 2.00 2.00 2.00 2.00 2	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carrivorous Plant Carrivorous Plant Carrivorous Plant Carrivor Auts Cave People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortfield Area Gaseous Form Ghost Ship	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 122 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 127 1 128 1 129 1 120 1 120 1 120 1 121 1 120 1	Complete Set	\$1,000 \$3,5200 105.00 2.00 2.00 2.00 12.59 7.50 7.50 7.50 7.50 7.50 3.00 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7	\$00.00 \$5525 \$00.00 \$500 \$15.00 \$250.00 \$5.00 \$250.00 \$5.00 \$250.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 8.00 2 3.00 2 1.00 1 0.30	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Oriflamme Order, Sacred Torch F Ornithopter Patagia Golem Pearl Dragon F Pentagram of the Ages F Perish Pestilence Phantom Warrior Phyrexian Vault P Pillage P Olymorph P Power Sink P Primal Clay Prosperity P Sychic Transfer R Radjan Spirit R Rag Man Recall Reckless Embermage	1 1.0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 1.00 0	0.49 1 0.49 1 1.75 2 3.00 3 4.	3 0.50 1 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices U Arcades Sabboth U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake U3 Banshee U3 Barl's Cage U Beasts of Bogardan U3 Blood Moon U Blood of the Martyr U3 Book of Rass U Bronze Horse U Chromium U Chromium U Chromium U Chromium U Craw Giant U3 Cyclone U3 Concordant Crossroads U Craw Giant U3 Cyclone U3 Fallen Angel U3 Fallen Angel U3 Fallen Angel U3 Fallen Angel U3 Gauntlets of Choos U Hell's Caretaker U	5.00 5.00 3.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 2.00 2.00 3.00 2.00 3.00 2.00 3.00	3.00 4.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia CoP: Artifacts Coral Helm Casmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Ernsion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength	1.00 1.00 1.00 2.00 1.00 2.00 7.00 3.00 3.00 1.00 1.00 1.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1 1220 1 1221 1 1221 1 1220 1	Complete Set Booster Pack Typical Common Abu Ja Far Aladdin's Lamp Jakadin's Lamp Jakadin's Ring Jakadin'	\$1,000 35,200 5,200 2,00 2,00 2,00 2,00 2,00 2,0	4,275 4,275 1 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 45.00 4 5.00 2 1.00 1 0.3	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Dragon Pearl Dragon Pearl Dragon Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearn	10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 1.00 0	0.49 0.49 1.75 2.30 2.00 2.	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcade fith Ancients Arcade fith Ancients U Arelrod Gunnarson U Avelrod Gunnarson U Arure Drake U Assanshe Bart's Cage U Beasts of Bogardan U Book of Rass U Craw Glant U City of Brass U Craw Giant U Craw Giant U Craw Giant U Craw Giant U Dance of Many Enchantment Alteration(J) Erham Djinn U Salbon Algale U Dance of Many Erham Djinn Fallen Angel U Gabriel Angelfre U Gabriel Angelfre U Goblin Artisans U Hell's Caretaker U Horn of Deafening U Ferrange U Dearen U Dance U Dance of Many U Erham U Erham U Dance U Dance of Many U Erham U Dance U Dance of Many U Erham U Dance U Dance of Many U Erham U Erham U Dance U Dance of Many U Erham U Dance U Dance of Many U Erham U Dance U	5.000 5.000 3.000 3.000 3.000 3.000 3.000 2.000 2.000 2.000 4.000 2.000 2.000 6.000 6.000 1.000	3.00 4.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.75 0.50	1	Brothers of Fire Brute, The Gramivorous Plant Carrioro Ants Care People Clay Statue Clockwork Avian Colossus of Sardia GeP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elhen Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Tortoise	1.00 1.00 2.00 1.00 2.00 1.00 2.00 7.00 3.00 2.00 1.00 1.00 1.00 2.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1	Complete Set Booster Pack Typical Common Abu Ja Far Aladdin's Lamp Jakaddin's Lamp Jakaddin's Ring Jakaddin's Lamp Jaka	\$1,000 \$3,000 105.00 105.00 12.58 7.500 12.58 7.500 7.	4,275 4,275 1 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 8.00 2 3.00 2 1.00 1 0.30	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Ordiflamme Order, Sacred Torch F Ornithopter Patagia Golem Pearl Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Properity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearm Relentless Assault Reprisal	100 J	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.49 1 0.50 0.50 0 0.50 0.49 1 0.49	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth U Arcades Sabboth U Arcades Sabboth U Arcades Sabboth Arcades Sabboth Arcades Saberes U Ascades Saberes U Ascades Saberes U Ascades Saberes U Beasts of Bogardan U Book of Rass U Bronze Horse U Crow Grass U Crow Grass U Crow Grass U Crow Giant U Dance of Many U Dance of Many Enchantment Alterationils Erhnam Djinn U Fallen Angel U Gauntlets of Chaos U Gabiria Angelfire U Gauntlets of Chaos U Horn of Deafening U Vory Guardians U Jalum Tome L Jalum Tom	5.00 5.00 4.00 3.00 4.00 3.00 2.00 3.00 5.00 5.00 5.00 5.00 5.00 5.00 5	3.00 4.00 2.00 1.00 1.00 1.00 3.00 1.00 1.00 1.00 1	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Gruter The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia Cap: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Filssure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Tortoise Goblin Rock Sled Grapeshot Catapult	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1 122 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 120 1	Complete Set Booster Pack Typical Common Abu Ja Far Aladdin's Lamp Ja Aladdin's Lamp	\$1,000 \$3,000 2.00 2.00 2.00 12.59 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50	\$00.00 \$5.00 \$4.275 \$1.00 \$1.0	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 45.00 4 5.00 2 1.00 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass Mystical Tutor Nature's Resurgence F Necrosavant Nightmare D Sianus Golem Orcish Artillery Orcish Oriflamme D Order, Sacred Torch Omithopter Patagia Golem Peral Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyresian Vault Pillage Polymorph F Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Releatern Relentless Assault Reprisal Reverse Damage	1 1.0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 1.00 0	0.49 0.49 1.75 2.00 0.49 1.75 2.00 0.49 1.75 2.00 0.49 1.75 2.00 0.49 1.75 2.00 0.49 0.	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Archa of the Ancients Arena of the Ancients U Arena of the Ancients Bani's Cage U Beasts of Bogardan Blood of Bass U Book of Rass U Book of Rass U Craw Giant Cocoon U City of Brass U Cocoon U Craw Giant U Craw Giant U Craw Giant U Dance of Many U Enchantment AlterationU3 Erhnam Djinn U Bani's Caretaker U Goblin Artisans U Goblin Artisans U Goblin Artisans U Goblin Artisans U Hell's Caretaker U Horn of Deafening Vory Guardians U Jeweled Bird	5.00 5.00 4.00 3.00 4.00 3.00 5.00 5.00 5.00 5.00 5.00 5.00 5	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.75 0.50 0.50 0.50 0.25 0.50	1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia GeP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elwen Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1	Complete Set Booster Pack Typical Common Abu Ja Far Aladdin's Lamp Jahaddin's Lamp Jahaddin's Ring Jahaddin's Lamp Jaha	\$1,000 \$3,000 2.00 2.00 2.00 12.59 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50	\$5.00 \$ \$ \$.00 \$ \$ \$.00 \$ \$ \$ \$ \$ \$ \$ \$ \$	00.00 4 3,612 5 70.00 4 0.30 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Ornithopter Patagia Golem Peral Oragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearm Relentless Assault Reprisal Reverse Damage River Boa	1 1.0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.40 3 4.00 3 4.00 3 4.00 3 1.75 2 0.49 1 0.4	1 1 2 2 3 3 3 0.50 1 1 2 2 1 1 1 1 1 1 2 2 0.50 1 1 2 2 2 4 0.25 2 2 0.50 1 1 2 2 0.50 1 1 2 0.50 1 1 2 0.50 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcade of the Ancients Arcade of the Ancients Asterior Gunnarson U Ayesha Tanaka Banshae Bari's Cage Beasts of Bogardan Blood Moon U Blood of the Martyr Blood of the Martyr Book of Rass U Cocoon Cornordant U City of Brass U Craw Giant U Craw Giant U Dance of Many U Dance of Many U Dance of Many Enchantment AlterationIJ3 Fallen Angel Gauntiets of Chaos Goblin Artisans Hell's Caretaker U Horn of Deafening Ivory Guardians Jalum Tome U Jeweled Bird	5.00 5.00 4.00 3.00 4.00 3.00 5.00 5.00 5.00 5.00 5.00 5.00 5	3.00 4.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carrivorous Plant Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Casmic Horror Crimson Manticore Cursed Rack Cyclopean Murmy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Ernsion Eternal Warrior Fellwar Stone Fissure Filood Fortified Area Gaseous Form Ghost Ship Giant Tortose Goblin Rock Sted Grapeshot Cataputt Greed Green Mana Battery	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1	Complete Set Booster Pack Vynical Common Abu Ja Far Jaladdin's Lamp Jaladdin's Ring Jaladdin Jaladdin's Ring Jaladdin Jaladdin's Ring Jaladdin Jaladdin's Ring Jaladdin's Rin	\$1,000 35,200 2.00 2.00 2.00 2.00 37,50 35,00 0.00 7.50 32,00 7.50 32,00 7.50 6.00 7.50 6.00 7.50 7.50 6.00 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7	\$00.00 \$5.00 \$1.00	00.00 4 3,612 5 70.00 4 70.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 1 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 1 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 1 8.00 2 8.00	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch F Ornithopter Patagia Golem Pearl Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Promai Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearm Relentless Assault Reprisal Reverse Damage River Boa Rod of Ruin	1 1.0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 1.00 0	0.49 0.49 1.75 2.00 0.49 1.75 2.00 0.49 1.75 2.00 0.49 1.75 2.00 0.49 1.75 2.00 0.49 0.	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Archa of the Ancients Arena of the Ancients U Arena of the Ancients Banf's Cage U Beasts of Bogardan Blood of Bass U Book of Rass U Book of Rass U Craw Giant Cocoon U City of Brass U Cocoon U Craw Giant U Craw Giant U Craw Giant U Dance of Many U Enchantment AlterationU3 Erhnam Djinn U Bander AlterationU3 Erhnam Djinn Feldon's Cane Erhnam Djinn U Bander AlterationU3 Erhnam Djinn U Bander AlterationU3 Hell's Caretaker U Goblin Artisans U Goblin Artisans U Jeweled Bird	5.00 5.00 4.00 4.00 4.00 4.00 4.00 4.00	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.75 0.50 0.50 0.50 0.25 0.50	1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia GeP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elwen Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1	Complete Set Booster Pack Typical Common Abu Ja Far Aladdin's Lamp Jahaddin's Lamp Jahaddin's Ring Jahaddin's Lamp Jaha	\$1,000 \$3,000 2.00 2.00 2.00 2.00 12.59 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50	\$00.00 \$5.00 \$1.00	00.00 4 3,612 5 70.00 4 0.30 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 1 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Ornithopter Patagia Golem Pearl Oragon Pearl Tragon Pearl Oragon Pearl	10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.00 3 4.00 3 1.75 2 0.49 1 0.49 1 0.49 1 0.49 1 0.49 0.49 0.49 0.49 0.49 0.49 0.49 0.49	1 1 2 2 3 3 3 0.50 1 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth U Arcades Sabboth U Arena of the Ancients U Axelrod Gunnarson U Ayesha Tanaka U Azure Drake Banri's Cage U Beasts of Bogardan U Bilood Mon U Bilood Mon U Bilood of the Martyr Book of Rass U Cromordant U Crity of Brass U Craw Giant U Craw Giant U Dance of Many U Beathard Gauntiets of Chaos Gabriel Angelfire Gauntiets Gauntiets Gauntiets Horn of Deafening U yovy Guardians Jalum Tome U Jeweled Bird U Juxtapose U Land's Edge U Land's Edge U U Land's Edge U U U U U U U U U U U U U U U U U U	5.00 5.00 4.00 4.00 4.00 4.00 4.00 4.00	3.00 4.00 1.95 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Carnivorous Plant Carrion Ants Carve People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Casmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Etwen Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Green Mana Battery Hurr Jackal Immolation Inferno	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1	Complete Set Booster Pack Veryincal Common Abu Ja Far Jahaddin's Lamp Jahaddin's Ring Jahaddi	\$1,000 35,200 2.00 2.00 2.00 2.00 2.00 2.00 37.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50	\$00.00 \$5.00 \$1.00	00.00 4 3,612 5 70.00 4 70.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 2 8.00 1 8.00 0 8.00	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch F Ornithopter Patagia Golem Pearl Dragon Pentagram of the Ages F Persh Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearm Relentess Assault Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.49 1 0.50 0.50 0 0.50 0.49 1 0.49	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth U Arcades Sabboth U Arcades Sabboth U Arcades Sabboth U Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth Barls Cage U Beasts of Bogardan U Beasts of Bogardan U Beasts of Bogardan U Blood of the Martyr U Book of Rass U Bronze Horse U Crave Grass U Crave Grass U Crave Grass U Crave Grass U Dance Horse U Dance Horse U Dance of Many Enchantment Alteration(JS Erhnam Djinn U Sabriel Angelfire Gauntiets of Chaos U Goblin Artisans U Heln's Caretaker U Hen's Graetaker U Jeweled Bird Johan Jalum Tome U Jeweled Bird U Juxtapose U Neuchadnezzar U Neuchadnezzar U Nicol Bolas U Neuchadnezzar U Neuchadnezzar U Neuchadnezzar U Neuchadnezzar U Nory Guardians U Juxtapose U Neuchadnezzar U Neuchadnezzar U Nicol Bolas	5.00 5.000 4.000 3.000	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia Cap: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Diabolic Machine Diabolic Machine Diabolic Machine Diabolic Machine Diabolic Machine Fielder Land Wurm Elder Land Sardia Frosion Eternal Warrior Fellowar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Strength Giant Tortoise Goblin Rock Sted Grapeshot Cataput Greed Green Mana Battery Hurr Jackal Immolation Infermo Ironclaw Orcs	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1	Complete Set Booster Pack Typical Common Abu Ja Far Jaladdin Luz Aladdin's Lamp Jaladdin's Ring Jaladdin's Ring Jaladdin's Lamp Jaladdin's Lamp Jaladdin's Lamp Jaladdin's Lamp Jaladdin's Ring Jaladdin's Lamp Jaladdin's La	\$1,000 \$3,000 2.00 2.00 2.00 2.00 2.00 2.00 2.00	\$00.00 \$5.00 \$1.00	00.00 4 3,612 5 70.00 4 0.30 1 2.00 1 2.00 1 2.00 1 2.00 1 4.00 2 4.10 2 0.30 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestillence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearn Relearn Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm Scaled Wurm Segovian Levisthan	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.00 3 4.00 3 1.75 2 0.50 0.50 1 1.75 2 0.49 1 0.49 1 0.49 1 0.49 1 0.49 0.49 1 0.49 0.49 0.49 0.49 0.49 0.49 0.49 0.49	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcade of the Ancients Arcade of the Ancients Arcade of the Ancients Ayesha Tanaka Banshae Bari's Cage U Beasts of Bogardan Blood of the Martyr Blood of the Martyr Blood of Rass U Bronze Horse U City of Brass U Cocoon Concordant Crossroads U Craw Giant U Craw Giant U Dance of Many U Enchantment AlterationU3 Erhnam Dijnn Ballen Angel Sabriel Angelire Gauntlets of Chaos U Goblin Artisans U Hell's Caretaker U Horn of Deafening Vory Guardians U Johan U Juxtapose U Nebuchadnezzar V Nicol Bolas U Nicol Bolas U Nicol Bolas U Nicol Bolas U Nebuchadnezzar V Nicol Bolas U Nebuchadnezzar V Nicol Bolas U Obelisk of Undoing U Nebuchadnezzar V Nicol Bolas U Obelisk of Undoing	5.00 5.00 4.00 7.	3.00 4.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elwen Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Inferno Ironclaw Orcs Junin Efreet	1.00 1.00 2.00 2.00 2.00 2.00 2.00 2.00	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1 122 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 126 1 127 1 128 1 129 1 120 1	Complete Set Booster Pack Typical Common Abu Ja Far Ja Aladdin Ju Aladdin's Lamp Ju Aladdin's Lamp Ju Aladdin's Lamp Ju Aladdin's Lamp Ju Aladdin's Ring Ju Aladdin's Ring Ju Aladdin's Ring Ju Ali from Ju Aladdin's Ring Ju Ali Faro Ju	\$1,000 \$3,000 2.00 2.00 12.59 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50	\$5.00 \$ \$ \$.00 \$ \$ \$ \$.00 \$ \$ \$ \$ \$ \$ \$ \$	00.00 4 3,612 5 70.00 4 0.30 1 22.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 2 1.00 1 2.00 2 3.00 2 2.00 1 2.00 30 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 2.00 30 1 3.00 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Ornithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearn Relentless Assault Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm Segovian Leviathan Sengir Autocrat	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.49 1 0.50 0.50 0 0.50 0.49 1 0.49	1 1 2 2 3 3 3 0.50 1 1 1 2 2 1 1 1 1 1 1 1 2 2 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth U Arcades Sabboth U Arcades Sabboth U Arcades Sabboth U Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth Barls Cage U Beasts of Bogardan U Beasts of Bogardan U Beasts of Bogardan U Blood of the Martyr U Book of Rass U Bronze Horse U Crave Grass U Crave Grass U Crave Grass U Crave Grass U Dance Horse U Dance Horse U Dance of Many Enchantment Alteration(JS Erhnam Djinn U Sabriel Angelfire Gauntiets of Chaos U Goblin Artisans U Heln's Caretaker U Hen's Graetaker U Jeweled Bird Johan Jalum Tome U Jeweled Bird U Juxtapose U Neuchadnezzar U Neuchadnezzar U Nicol Bolas U Neuchadnezzar U Neuchadnezzar U Neuchadnezzar U Neuchadnezzar U Nory Guardians U Juxtapose U Neuchadnezzar U Neuchadnezzar U Nicol Bolas	5.00 d 4.00 d 4.00 d 2.00 d 4.00 d 4.	3.00 4.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia Cap: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Diabolic Machine Diabolic Machine Diabolic Machine Diabolic Machine Diabolic Machine Fielder Land Wurm Elder Land Sardia Frosion Eternal Warrior Fellowar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Strength Giant Tortoise Goblin Rock Sted Grapeshot Cataput Greed Green Mana Battery Hurr Jackal Immolation Infermo Ironclaw Orcs	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1220 1	Complete Set Booster Pack Typical Common Abu Ja Far Jahddin's Lamp Jahddin's Lamp Jahddin's Lamp Jahddin's Ring Jahddin's Lamp Jahddin's Lam	\$1,000 \$3,000 2.00 2.00 2.00 2.00 2.00 2.00 2.00	\$00.00 \$5.00 \$1.00	00.00 4 3,612 5 70.00 4 0.30 1 22.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 2 1.00 1 2.00 2 3.00 3 2.00 2 3.00 1 2.00 3 2.00 2 3.00 1 2.00 3 3.00 1 2.00 3 3.00 1 2.00 2 3.00 1 2.00 3 3.00 1	1.00
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence F Necrosavant Nightmare F Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Omithopter Patagia Golem Pearl Oragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearn Relentless Assault Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm Sengvian Levisthan Sengir Autocrat Serenity Sera's Blessing	1 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.	0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.00 3 4.00 3 4.00 3 1.75 2 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 2 0.0 2 0.50 1 0.50 1 0.49 1 0.49 1 0.49 2 0.0 2 0.0 0 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcades Sabboth U Archad file Ancients U Avelrod Gunnarson U Avelrod Gunnarson U Avelrod Gunnarson U Arure Drake U Asamshee Bari's Cage U Beasts of Bogardan U Bashee U Beasts of Bogardan U Book of Rass U Bronze Horse U Crown U U City of Brass U Cocoon U Crrew Glant U Craw Glant U Craw Glant U Craw Glant U Dance of Many U Enchantment AlterationU3 Erham Dijnn U Bashor Backblade U Dance of Many Enchantment AlterationU3 Erham Dijnn U Bashor Backblade U Dance of Many U Bronze of Many U U Bronze of Many U U Bronze of Many U U Dance of Many U Dance of Many U U Dance of Many Eldon's Cane U Dance of Many U Dance of Man	5.00 5.00 4.00 7.	3.00 4.00 1.95 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.75 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elwen Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Inferno Ironciaw Orcs Junin Efreet Kilmer Kismet Land Leeches	1.00 1.00 2.00 1.00 2.00 3.00 1.00 3.00 1.00 1.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 126 1 127 1 128 1 129 1 129 1 120 1	Complete Set Booster Pack Vipical Common Abu Ja Far Janaddin July Aladdin's Lamp July Aladdin's Lamp July Aladdin's Lamp July Aladdin's Lamp July Aladdin's Ring July Aladdin's Ring July Ali from Cairo July Ali from Cairo July Ali Form July Bottle of Suleiman July Bottle of Suleiman July Bottle of Suleiman July City in a Bottle July July July July July July July July	\$1,000 \$3,5200 2,000 2,000 2,000 2,000 2,000 2,000 2,000 2,5	\$5.00 \$ \$ \$.00 \$ \$ \$.00 \$ \$ \$ \$ \$ \$ \$ \$ \$	00.00 4 3,612 5 70.00 4 0.30 1 22.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 8.00 2 3.00 2 1.00 1 0.30	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Orcish Oriflamme Order, Sacred Torch Ornithopter Patagia Golem Pearl Dragon F Perlagia Golem Pearl Dragon F Perlagia Hosting Perlagia F Perlagia Hosting Perlagia F Perlagia R Perlagia F Perlagia F Perlagia F Perlagia F Perlagia F Polymorph P Power Sink P Pimial Clay Prosperity P Psychi Tinasfer R Radjan Spirit Rag Man Recall Reckless Embermage Relearn Relentless Assault Reprisal R Reverse Damage R River Boa Rod of Ruin Rowen R Ruins of Trokair Scaled Wurm Segovian Leviathan S Sengri Autocrat Serenity Serra's Blessing S Shatterstorm	1 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.49 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.	3	Angelic Voices Arcades Sabboth Arcades Sabers Baris Cage U Beasts of Bogardan U Bronze Horse U Craw Giont Cocoon U Saboth Craw Giant U Craw Giant U Dance of Many Dance of Many Enchantment Alterationils Erham U Dance of Many Erham U Beasts Fallen Angel U Sabriel Angelfire Gauntlets of Chaos Goblin Artisans U Horn of Deafening U Horn of Deafening U Jeweled Bird Johan Juxtapose U Land's Edge U Nebuchadnezzar Nicol Bolas U U Pelta Sphinx U Petra Sphinx U Primordial Ooze U 32 Primordial Ooze U 32 Puppet Master U 32 Primordial Ooze U 32 Primordial Ooze U 34 Primordial Ooze U 37 Puppet Master U 32 Primordial Ooze U 34 Primordial Ooze U 37 Puppet Master U 34 Primordial Ooze U 37 Puppet Master U 34 Primordial Ooze U 37 Puppet Master U 34 Puppet Master U 34 Primordial Ooze U 37 Puppet Master U 34 Puppet Master U 34	5.00 d 4.00 d 4.	3.00 4.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia Cap: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Tortoise Gobbin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Inferno Ironclaw Orcs Junin Efreet Killer Bees Kismet Land Leeches Land Tax	1.00 1.00 2.00 1.00 2.00 3.00 1.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1226 1 1227 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1221 1 1221 1 1220 1 122	Complete Set Booster Pack Fynical Common Abu Ja Far Jaladdin Jaladdin's Lamp	\$1,000 \$3,000 2.00 2.00 2.00 2.00 12.59 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50	\$00.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$4.40 \$6.00 \$5.00 \$6.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 3.00 1 2.00 1 45.00 4 5.00 2 3.00 2 1.00 1 5.00 2 1.00 1 2.00 2 1.00 1 1.00 2 1.00 1 1.00 2 1.00 1 1.00 2 1.00 1 1.00 2 1.00 1 1.00 1 1.00 2 1.00 1 1.00 1 1.00 2 1.00 1 1.00 1 1.00 2 1.00 1 1.0	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass Mystical Tutor Nature's Resurgence F Necrosavant Nightmare F Obsianus Golem Orcish Artillery Orcish Oriflamme L Order, Sacred Torch Omithopter Patagia Golem L Pearl Dragon Pentagram of the Ages F Perish Pestilence Phantom Warrior Phyresian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Releatam Relentless Assault Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm Segovian Leviathan Sengir Autocrat Serenity Serar's Blessing Shatterstorm Siblant Spirit	100 100 100 100 100 100 100 100 100 100	0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.00 3 4.00 3 1.75 2 0.50 1 0.50 1 0.49 1 0.	3 0.50 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabboth Arcades Sabboth Arcade of the Ancients Arcade of the Ancients Arcade of the Ancients Ayesha Tanaka Bansha Bart's Cage U Beasts of Bogardan Blood Moon U Beasts of Bogardan U Book of Rass U Cocon U City of Brass U Cocon Concordant Crossroads U Craw Giant U Craw Giant U Dance of Many U Cocon U Dance of Many U Cocon U Dance of Many U Dance	5.00 5.000 4.00 3.000	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.50	1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia GaP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Iliabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elhen Riders Elder Land Wurm Elternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Inferno Ironclaw Orcs Junún Efreet Killer Bees Kismet Land Leeches Land Tax Leviathan	1.00 1.00 2.00 1.00 2.00 3.00 1.00 3.00 1.00 1.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1 125 1 125 1 125 1 125 1 125 1 125 1 125 1 126 1 127 1 128 1 129 1 129 1 120 1	Complete Set Booster Pack Vipical Common Abu Ja Far Janaddin July Aladdin's Lamp July Aladdin's Lamp July Aladdin's Lamp July Aladdin's Lamp July Aladdin's Ring July Aladdin's Ring July Ali from Cairo July Ali from Cairo July Ali Form July Bottle of Suleiman July Bottle of Suleiman July Bottle of Suleiman July City in a Bottle July July July July July July July July	\$1,000 \$3,000 2,000 2,000 \$7,500 \$7,500 \$25,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500 \$30,000 7,500	\$5.00 \$4.275	00.00 4 3,612 5 70.00 4 0.30 1 22.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 8.00 2 3.00 2 1.00 1 0.30	1.00
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare F Obsianus Golem L Orcish Artillery Orcish Oriflamme L Orcish Artillery Orcish Oriflamme L Order, Sacred Torch F Ornithopter Patagia Golem P Paral Oragon F Pentagram of the Ages F Perish Pestilence P Hantom Warrior P Hyrexian Vault L P Hillage P Deymorph F Power Sink P Primal Clay P Prosperity P Sychic Transfer R Radjan Spirit R R Recall R Reckless Embermage R Relearm R Relentless Assault R Reprisal R Revrse Damage R River Boa R R R R R R R R R R R R R R R R R R R	1 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.49 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.	3 0.50 1 1 2 2 1 1 1 1 2 2 1 1 1 1 1 1 1 2 2 1	Angelic Voices Arcades Sabboth Arcades Sabers Baris Cage U Beasts of Bogardan U Bronze Horse U Craw Giont Cocoon U Saboth Craw Giant U Craw Giant U Dance of Many Dance of Many Enchantment Alterationils Erham U Dance of Many Erham U Beasts Fallen Angel U Sabriel Angelfire Gauntlets of Chaos Goblin Artisans U Horn of Deafening U Horn of Deafening U Jeweled Bird Johan Juxtapose U Land's Edge U Nebuchadnezzar Nicol Bolas U U Pelta Sphinx U Petra Sphinx U Primordial Ooze U 32 Primordial Ooze U 32 Puppet Master U 32 Primordial Ooze U 32 Primordial Ooze U 34 Primordial Ooze U 37 Puppet Master U 32 Primordial Ooze U 34 Primordial Ooze U 37 Puppet Master U 34 Primordial Ooze U 37 Puppet Master U 34 Primordial Ooze U 37 Puppet Master U 34 Puppet Master U 34 Primordial Ooze U 37 Puppet Master U 34 Puppet Master U 34	5.00 5.00 4.00 7.	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.50	1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia Cap: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Tortoise Gobbin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Inferno Ironclaw Orcs Junin Efreet Killer Bees Kismet Land Leeches Land Tax	1.00 1.00 2.00 1.00 2.00 3.00 1.00 3.00 1.00 1.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1220 1 1220 1 1220 1 1220 1 1220 1 1220 1 1221 1 1221 1 1222 1 1223 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1229 1 1220 1 1220 1 1220 1 1220 1 1221 1 1222 1 1223 1 1224 1 1225 1 1225 1 1226 1 1227 1 1228 1 1229 1 1220 1 122	Complete Set Booster Pack Fynical Common Abu Ja Far Jaddin Lamp Jaddin's Lamp Jack Jandin's Solitic Libration Jancing Solitic Libration Jandin's Saddlebase Jandon's Ring Jandon's Saddlebase Junion Efreet Juziam Djinn Jilad Junion Efreet Juziam Djinn Jilad Jilad Junion Efreet Juziam Djinn Jilad Jila	\$1,000 \$3,000 2,00	\$00.00 \$5.00 \$1.00	00.00 4 3,612 5 70.00 4 0.30 1 \$2.00 1 2.00 1 2.00 1 4.00 2 8.00 2 3.00 1 4.00 2 8.00 2 3.00 1 0.30 1 0.30 1 0.30 1 1.00 2 0.30 1 1.00 1 1.00 2 0.30 1 0.30	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare F Obsianus Golem Orcish Artillery Orcish Oriflamme L Orcish Artillery Orcish Oriflamme L Order, Sacred Torch Omithopter Patagia Golem L Pearl Oragon Pentagram of the Ages F Perish Pearl Oragon Pentagram of the Ages F Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph F Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearm Relentless Assault Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm Segovian Leviathan Sengir Autocrat Serenity Serra's Blessing Shatterstorm Sibilant Spirit Skull Cataput Sky Diamond Snake Basket	100 100 100 100 100 100 100 100 100 100	0 1.00 0 1.00 0 1.00 0 0 1.00	0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.00 3 4.00 3 1.75 2 0.50 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50	3 0.50 1 1 2 2 1 1 1 1 1 2 2 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Barl's Cage U Beasts of Bogardan Blood Moon U Blood of the Martyr Blood of Rass U Bronze Horse U City of Brass U Cocoon U3	5.00	3.00 4.00 1.95 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.50	1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia GeP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Infermo Ironclaw Orcs Junún Efreet Killer Bees Kismet Land Leeches Land Tax Leviathan Last Soul Mana Clash Mana Clash Marsh Gas	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1	Complete Set Booster Pack Fynical Common Abu Ja Far Jahddin Jahddin's Lamp Jahddin's Lamp Jahddin's Ring Jahddin Ring Jahddin Ring Jahddin Ring Jahddin Rin	\$1,000 \$3,000 2.00 2.00 2.00 2.00 2.00 2.00 2.00	\$5.00 \$4.275 \$1.00	00.00 4 3,612 5 70.00 4 70.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 3.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 3 3.00 1 3.00 3 3.00	0.25
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare F Obsianus Golem L Orcish Artillery Orcish Oriflamme L Order, Sacred Torch F Ornithopter Patagia Golem L Pearl Oragon F Pentagram of the Ages F Perish Pestilence Phantom Warrior Phyrexian Vault L Pillage P Polymorph F Power Sink P Primal Clay Prosperity L Prosperity P Sychic Transfer R Radjan Spirit R R Recall R Reckless Embermage R Relearm R Relentless Assault R Reprisal R Revrse Damage R River Boa R R R Rowen R L Rowen S R R R R R R R R R R R R R R R R R R R	1 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.	0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 0.40 3 4.00 3 4.00 3 1.75 2 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.	3 0.50 1 1 2 2 1 1 1 1 1 1 2 2 0.50 1 1 2 2 1 1 2 2 1 1 2 2 1 1 2 2 1 1 2 2 1	Angelic Voices Arcades Sabboth Barls Cage U Beasts of Bogardan U Beasts of Bogardan U Beod of Rass Blood Moon U Blood of the Martyr Blood of the Martyr Blood of Rass U Bronze Horse U Crow Giant Crossroads U Craw Giant Crossroads U Craw Giant Crossroads U Dakkon Blackblade U Dakkon Blackblade U Dakkon Blackblade U Dance of Mary U Enchantment Alterationila Erhnam Djinn Fallen Angel U Sabriel Angelfire U Gauntlets of Chaos U Goblin Artisans U Hell's Caretaker U Horn of Deafening U Hvory Guardians U Juvarpose U Land's Edge U Nebuchadnezzar Nicol Bolas U Voelskis of Undoing U Petra Sphinx U Petra Sphinx U Recall Revelation U Revelation U Rubinia Soulsinger U U Rubinia Soulsinger	5.00	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Care People Clay Statue Clockwork Avian Calossus of Sardia CoP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurn Elwen Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Infermo Ironclaw Orcs Junin Efreet Killer Bees Kismet Land Leeches Land Tax Leviathan Lost Soul Mana Clash Marsh Gas Marsh Viper	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 122 1 122 1 122 1 125 1 125 1 125 1 125 1 125 1 127 1 128 1 129 1 129 1 120 1	Complete Set Booster Pack Typical Common Abu Ja Far Jaladdin's Lamp Jaladdin's Lamp Jaladdin's Ring Jaladdin's Ring Jaladdin's Ring Jaladdin's Ring Jaladdin's Ring Jaladdin's Ring Jali from Cairo Jali from	\$1,000 \$3,000 \$2,000 \$2,000 \$2,000 \$2,000 \$12,59 \$7,500 \$7,000 \$2,000 \$1,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$7,500 \$2,000 \$2,500 \$38,000 \$2,500	\$00.00 \$5/4.275 \$8.500 \$1.00 \$5.00 \$5.00 \$4.497 \$5.00 \$4.497 \$5.00 \$4.497 \$5.00 \$4.497 \$5.00 \$4.497 \$5.00 \$4.497 \$5.00 \$4.507 \$5.00 \$4.507 \$5.00 \$5.507 \$5.00 \$5.507 \$5.00 \$5.507	00.00 4 3,612 5 70.00 4 0.30 1 2.00 1 2.00 1 3.00 1 2.00 1 45.00 4 5.00 4 2.00 1 0.30	
Mischievous Poltergeist L Moss Diamond Mystic Compass Mystical Tutor Nature's Resurgence Necrosavant Nightmare Obsianus Golem Orcish Artillery Orcish Oriflamme Order, Sacred Torch Ornithopter Patagia Golem Pearl Dragon Pentagram of the Ages Perish Pestilence Phantom Warrior Phyrexian Vault Pillage Polymorph Power Sink Primal Clay Prosperity Psychic Transfer Radjan Spirit Rag Man Recall Reckless Embermage Relearn Relentless Assault Reprisal Reverse Damage River Boa Rod of Ruin Rowen Ruins of Trokair Scaled Wurm Segovian Leviathan Sengir Autocrat Serenity Serra's Blessing Shatterstorm Sibilant Spirit Skull Catapult Sky Diamond Snake Basket Soldevi Sage Soul Net	100 100 100 100 100 100 100 100 100 100	0 1.00 0	0.49 1 0.49 1 0.49 1 1.75 2 4.00 3 4.00 3 4.00 3 1.75 2 0.50 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50 1 0.49 1 0.50	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Barl's Cage U Beasts of Bogardan Blood Moon U Blood of the Martyr Blood of Rass U Bronze Horse U City of Brass U Cocoon U3	5.00 5.00 4.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 4.00 4.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia GeP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Erosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Infermo Ironclaw Orcs Junún Efreet Killer Bees Kismet Land Leeches Land Tax Leviathan Last Soul Mana Clash Mana Clash Marsh Gas	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1	Complete Set Booster Pack Fynical Common Abu Ja Far Jahddin Jahddin's Lamp Jahddin's Lamp Jahddin's Ring Jahddin Ring Jahddin Ring Jahddin Ring Jahddin Rin	\$1,000 \$3,000 2,00	\$5.00 \$4.275 \$1.00	00.00 4 3,612 5 70.00 4 70.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 2.00 2 3.00 1 3.00 1 2.00 1 2.00 1 2.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 1 2.00 2 3.00 1 3.00 3 3.00 1 3.00 3 3.00	
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Crish Artillery Orcish Oriflamme L Orcish Artillery Orcish Oriflamme D Order, Sacred Torch F Ornithopter Patagia Golem P Paral Oragon F Perl Targon F Perl Targon F Perlsh Pestilence Phantom Warrior Phyrexian Vault P Pillage P Polymorph P Power Sink P Primal Clay P Prosperity P Pychic Transfer R Radjan Spirit R Rag Man Recall Reckless Embermage Relearn Relentless Assault R Reprisal Reverse Damage River Boa R Rod of Ruin R Rowen R Ruins of Trokair S Cased Wurm S Egovian Leviathan S Engir Autocrat Serenity S Erra's Blessing S Shatterstorm Sibliant Spirit S Kull Catapult S Ky Diamond S Rake Basket S Soldwi Sage S Soul Net S Spirit Link S Spirit Link S Spirit D Rake S Soul Net S Spirit Link S Spirit D Rake S Soul Net S Spirit Link S Spiriting Drake	100 100 100 100 100 100 100 100 100 100	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.40 3 4.00 3 4.00 3 1.75 2 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Arcades Sabares Bands Sanshe Bards Cage U Beasts of Bogardan U Beasts of Bogardan U Beod of Rass Blood Moon U Bilood of the Martyr Book of Rass U Bronze Horse U Crow Giant Crossroads U Craw Giant Crossroads U Dance of Many Cyclone U Dakkon Blackblade U Dance of Many Enchantment Alterationils Erhnam Djinn V Fallen Angel U Bands Sabrid Angelfire Gauntlets of Chaos Goblin Artisans U Herror Geafening U Horn of Deafening U Vevry Guardians U Jeweled Bird U Johan U Johan U Juxtapose Land's Edge U Nicol Bolas U Nicol Bolas U Nicol Bolas U Nicol Bolas U Recall Rakelits U Recall U Recall U Safe Haven U Safe Haven U Serpent Generator U Serpent Generator U Serpent Generator	5.00 d 4.00 d 4.00 d 2.00 d 2.00 d 2.00 d 3.00 d 3.	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1	Brothers of Fire Brute, The Brute, The Carrivorous Plant Carrion Ants Cave People Clay Status Clockwork Avian Colossus of Sardia Cap: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Strength Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Inferno Ironclaw Orcs Junin Efreet Killer Bees Kismet Land Leeches Land Tax Leviathan Last Soul Mana Clash Marsh Gas Marsh Viper Mind Bomb Mishra's Factory Morale	1.00 1.00 2.00 1.00 3.00 1.00 3.00 1.00 1.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 1220 1 1220 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1225 1 1226 1 1220 1	Complete Set Booster Pack Fynical Common Abu Ja Far Jaladdin Jaladdin's Lamp	\$1,000 \$3,000 \$2,000 \$2,000 \$2,000 \$2,000 \$12,59 \$7,500 \$5,000 \$7,500 \$30,000 \$1,500 \$30,000 \$1,500 \$1,500 \$1,500 \$1,500 \$1,500 \$1,500 \$1,500	\$00.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$15.00 \$5.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.0	00.00	0.25
Mischievous Poltergeist L Moss Diamond L Mystic Compass L Mystical Tutor Nature's Resurgence F Necrosavant Nightmare Obsianus Golem Crish Artillery Orcish Oriflamme L Orcish Artillery Orcish Oriflamme D Order, Sacred Torch F Ornithopter Patagia Golem P Paral Oragon F Perl Targon F Perl Targon F Perlsh Pestilence Phantom Warrior Phyrexian Vault P Pillage P Polymorph P Power Sink P Primal Clay P Prosperity P Pychic Transfer R Radjan Spirit R Rag Man Recall Reckless Embermage Relearn Relentless Assault R Reprisal Reverse Damage River Boa R Rod of Ruin R Rowen R Ruins of Trokair S Cased Wurm S Egovian Leviathan S Engir Autocrat Serenity S Erra's Blessing S Shatterstorm Sibliant Spirit S Kull Catapult S Ky Diamond S Rake Basket S Soldwi Sage S Soul Net S Spirit Link S Spirit Link S Spirit D Rake S Soul Net S Spirit Link S Spirit D Rake S Soul Net S Spirit Link S Spiriting Drake	100 100 100 100 100 100 100 100 100 100	0 1.00 0	0.49 1 0.49 1 0.49 1 0.49 1 1.75 2 0.40 3 4.00 3 4.00 3 1.75 2 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.49 1 0.50 1 0.49 1 0.	3 0.50 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Angelic Voices Arcades Sabboth Barl's Cage U Beasts of Bogardan U Beasts of Bogardan U Blood of the Martyr U Blood of Rass U Bronze Horse U City of Brass U Cocoon U Coc	5.00 d 4.00 d 4.00 d 2.00 d 2.00 d 2.00 d 3.00 d 3.	3.00 4.00 2.00 2.00 1.00 1.00 1.00 1.00 1.00 1	0.50 0.50	1	Brothers of Fire Brute, The Grute, The Carrivorous Plant Carrion Ants Cave People Clay Statue Clockwork Avian Colossus of Sardia GeP: Artifacts Coral Helm Cosmic Horror Crimson Manticore Cursed Rack Cyclopean Mummy Detonate Diabolic Machine Divine Transformation Durkwood Boars Elder Land Wurm Elven Riders Energy Tap Errosion Eternal Warrior Fellwar Stone Fissure Flood Fortified Area Gaseous Form Ghost Ship Giant Tortoise Goblin Rock Sted Grapeshot Catapult Greed Green Mana Battery Hurr Jackal Immolation Infermo Ironclaw Orcs Junin Efreet Killer Bees Kismet Land Leeches Land Tax Leviathan Lost Soul Mana Clash Marsh Viper Mind Bomb Mishra's Factory	1.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 2.00 1.00 1	0.25	120 1 120 1 120 1 120 1 120 1 120 1 120 1 120 1 121 1 122 1	Complete Set Booster Pack Sprincal Common Abu Ja Far Jahaddin Lamp Jahaddin's Lamp Jahaddin's Lamp Jahaddin's Ring Jahaddin's Babada Jahaddin's Ring Jahaddin's Babada Jahaddin's Babada Jahaddin's Babada Jahaddin's Babada Jahaddin's Babada Jahaddin's Saddlehaps Jahaddin's Saddlehaps Jahaddin's Saddlehaps Jahaddin's Saddlehaps Jahaddin's Saddlehaps Jahaddin's Ring Jahaddin's Ring Jahaddin's Ring Jahaddin's Ring Jahaddin's Ring Jahaddin's Ring Jahaddin's Saddlehaps Jahaddin's Ring Jahaddin's	\$1,000 \$3,000 \$2,000 \$2,000 \$2,000 \$2,000 \$12,59 \$7,500 \$5,000 \$7,500 \$30,000 \$1,500 \$30,000 \$1,500 \$1,500 \$1,500 \$1,500 \$1,500 \$1,500 \$1,500	\$00.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$15.00 \$5.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.00 \$6.00 \$1.50 \$6.0	00.00	



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LEGENDS

U \$4.00 R 65.00

Booster Display

Typical Common

Booster Pack

Abyss. The

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Gwendlyn Di Corci

Hazezon Tamar

Hell Swarm

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Nether Void

Nicol Bolas

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Storm World

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Witch Hunter

Worms of the Earth

Wormwood Treefolk

Item		High	Med	Low	TR		Item	High	Med	Low	TR	+/_
Syphon Soul	C2	6.00	1.50	0.50	1	0.25	City of Shadows U	5.00	3.00	1.00	1	
Tabernacle, Pendrell Vale, 1	The R	30.00	20.00	5.00	4		Cleansing U	6.00	3.20	1.50	1	0.20
Takklemaggot	U	15.00	3.00	2.00	1		Coal Golem U2	2.19	2.00	1.00	1	
Telekinesis	R	50.00	10.00	3.00	2		Curse Artifact U2	2.00	1.50	0.50	1	0.15
Teleport	R	10.00	6.00	1.00	1		Dance of Many U	5.00	3.00	1.00	1	
Tempest Efreet	R	10.00	6.00	2.50	1		Dark Heart of the WoodC3	0.75	0.25	0.10	1	
Tetsuo Umezawa	R	20.00	15.15	7.00	2	0.15	Dark Sphere U2	2.29	2.00	1.00	1	
Thunder Spirit	R	30.00	22.00	8.00	3		Diabolic Machine U2	2.19	1.00	0.50	1	
Time Elemental	R	15.00	12.00	5.00	2	2.00	Eater of the Dead U2	4.00	2.00	1.00	1	
Tobias Andrion	U	8.00	3.00	2.00	1	100	Electric Eel U2	3.00	1.00	0.50	1	
Tolaria	U2	5.00	3.00	2.00	2		Elves of Deep Shadow U2	4.00	2.00	1.00	1	
Tor Wauki	U	4.00	3.00	2.00	1		Eternal Flame U	4.00	3.00	1.00	1	
Torsten von Ursus	U	4.00	3.00	2.00	1	0.30	Exorcist U	8.00	6.00	1.00	1	
Touch of Darkness	U	4.00	3.00	2.00	1		Fasting U2	3.00	1.50	1.00	1	0.25
Transmutation	C	3.00	0.50	0.20	1		Fellwar Stone U2	4.00	2.25	1.00	1	0.13
Triassic Egg	R	10.00	6.00	1.00	1		Fire and Brimstone U2	3.00	1.50	1.00	1	
Tuknir Deathlock	R	15.00	10.00	5.00	2		Fire Drake U2	2.00	1.00	0.50	1	
Tundra Wolves	C2	10.00	0.75	0.20	1		Flood U2	3.00	1.00	0.50	1	
Typhoon	R	12.00	10.00	1.00	2		Fountain of Youth U2	3.00	1.50	0.50	1	0.25
Undertow	U	10.00	3.00	2.00	1		Frankenstein's Monster U	8.00	5.00	3.00	1	
Underworld Dreams	U	30.00	25.00	3.00	3		Gaea's Touch C3	1.00	0.25	0.10	1	
Unholy Citadel	U	20.00	3.00	1.00	1		Ghost Ship C3	0.75	0.25	0.10	1	
Untamed Wilds	U	4.00	3.00	2.00	1		Goblin Caves C3	1.00	0.25	0.10	1	
Urborg	U2	10.00	4.00	2.00	2		Goblin Wizard U2	8.00	5.00	2.00	1	
Ur-Drago	R	15.00	9.00	3.50	2	1.00	Grave Robbers U	6.00	4.00	1.00	1	
Vaevictis Asmadi	R	16.00	12.00	5.00	2		Hidden Path U	6.00	3.75	1.50	1	0.25
Vampire Bats	C2	10.00	0.88	0.30	1	0.13	Inferno U	6.00	5.00	2.00	1	
Visions	U	4.00	3.00	1.00	1		Knights of Thorn U	7.00	4.00	1.50	1	
Voodoo Doll	R	10.00	6.00	2.00	1		Leviathan U	8.00	5.05	3.00	2	0.05
Walking Dead	C	6.00	1.00	0.20	1	0.10	Living Armor U2	3.00	1.00	0.50	1	
Wall of Dust	U	3.00	2.00	1.00	1	100	Lurker U	5.00	3.00	1.00	1	0.50
Wall of Earth	C2	2.69	0.75	0.20	1	0.13	Mana Clash U	4.00	3.00	1.00	1	0.02
Wall of Light	U	4.00	3.00	1.00	1	-	Mana Vortex U	5.00	3.70	1.00	1	0.30
Wall of Opposition	R	10.00	5.50	2.00	1	0.50	Martyr's Cry U	5.00	3.00	1.00	1	
	100	10000		3363				S. BOOK		The last		

DRAGON FIRE COMICS

Doug Farrell

Wall of Putrid Flesh

Wall of Shadows

Wall of Tombsto Wall of Vapor Wall of Wonder

Whirling Dervish

White Mana Battery

MID-WEST

Most of the players here are not too happy about the switch to Sixth Edition rules. They seem to understand the new rules just fine, but they do not like the way they work. Perhaps that will change over time, but that is the case right now.

Players who have been around for a while have learned that their cards will eventually leave Standard. They are not necessarily crazy about that, but they do realize it is fair to the new players who do not have access to older cards.

2.00 0.20 1.00 0.20 1.00

Willow Satyr	R	12.00	9.00	3.00	2	0.50
Winds of Change	U	8.00	4.00	2.00	1	
Winter Blast	R	10.00	6.00	3.00	1	
Wolverine Pack	C2	6.00	0.78	0.20	1	0.03
Wood Elemental	R	10.00	10.00	1.00	1	
Wretched, The	R	16.00	10.00	5.00	2	
Xira Arien	R	12.00	8.00	2.50	2	
	-1 +) FI 1	<u> </u>	do.	
Complete Set		200.00	\$145.00	\$75.00	3	
Booster Display		450.00	375.00	250.00	4	
Booster Pack		10.00	8.00	5.00	3	
Typical Common		0.50	0.25	0.10	1	
Amnesia	U2	\$6.00	\$3.63	\$1.50	3	0.38
Angry Mob	U2	3.00	2.00	0.50	1	
Apprentice Wizard	U	3.00	1.50	0.50	1	0.50
Ball Lightning	U	18.00	12.00	8.00	4	
Banshee	U2	2.50	1.50	0.50	1	0.50
Barl's Cage	U	4.00	2.00	1.00	1	
Blood Moon	U	8.00	5.00	2.50	2	
Blood of the Martyr	U2	2.50	1.50	0.50	1	0.50
Bone Flute	U2	2.00	1.50	0.50	1	0.25
Book of Rass	U2	2.00	1.00	1.00	1	
Brothers of Fire	U2	3.00	1.00	0.50	1	
Cave People	U2	2.00	1.00	0.50	1	
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Maze of Ith	C	14.00	9.50	0.50	3	
Merfolk Assassin	U2	5.00	3.98	2.00	1	0.02
Mind Bomb	U	3.00	2.00	1.00	1	
Nameless Race	U	6.00	4.00	1.00	1	
Necropolis	U2	3.00	2.00	1.00	1	
Niall Silvain	U	4.00	3.00	1.00	1	
Orc General	U2	3.00	1.50	0.50	1	0.25
People of the Woods	U2	2.29	1.50	0.50	1	0.13
Preacher	U	12.00	10.00	3.00	2	
Psychic Allergy	U	5.19	3.70	1.50	1	0.30
Rag Man	U	4.49	3.00	1.00	1	
Reflecting Mirror	U2	4.00	2.00	1.00	2	
Runesword	U2	3.00	1.00	0.50	1	
Safe Haven	U	5.00	3.00	1.00	1	
Scarecrow	U2	3.00	2.00	1.00	1	
Scarwood Bandits	U	6.00	3.00	1.00	1	
Scarwood Hag	U2	3.00	1.50	0.50	1	0.25
Season of the Witch	U	5.19	3.00	1.00	1	
Sisters of the Flame	U2	2.50	1.00	0.50	1	
Skull of Orm	U2	5.00	3.00	1.50	1	1.00
Sorrow's Path	U	4.09	3.00	1.00	1	
Spitting Slug	U2	3.00	1.00	0.50	2	
Standing Stones	U2	3.00	1.50	1.00	1	
Stone Calendar	U	7.00	4.00	1.00	1	
Tangle Kelp	U2	3.00	1.00	0.50	1	
The Fallen	U2	3.00	1.00	0.50	1	
Tivadar's Crusade	U2	3.00	2.00	1.00	1	
Tormod's Crypt	U2	3.00	2.00	0.50	2	0.38
Tower of Coireall	U2	3.00	1.50	1.00	1	0.50
Tracker	U	7.00	4.00	2.00	2	
Uncle Istvan	U2	3.00	1.88	0.50	1	0.13
Wand of Ith	U2	4.00	2.00	1.00	1	
War Barge	U2	4.00	2.00	1.00	1	
Whippoorwill	U2	3.00	2.00	1.00	1	

and the same of						COOK!	Balduvian Hydra	R	6.00
FALL	EN	V E	M.	P1:	R	स्म	Baton of Morale	U	1.00
Complete Set		The second second	\$49.98		_		Battle Cry Binding Grasp	U	1.00
Booster Display		80.00	60.00	35.00			Black Scarab	U	1.00
Booster Pack		1.50	1.45	1.00	1		Blinking Spirit	R	8.00
Typical Common		0.25	0.10	0.05	1	Control of	Blizzard	R	4.00
Aeolipile	U	\$3.00	\$1.50	\$0.50	,	0.10	Blue Scarab Brand of III Omen	UR	1.00
Balm of Restoration	-	2.00	1.00	0.50	H		Breath of Dreams	U	1,00
	U	4.00	2.50	1.00	i		Brushland	R	6.00
Breeding Pit	U3	3.00	2.00	0.50	1		Call to Arms	R	4.00
Conch Horn	U	2.00	1.00	0.50	1		Caribou Range	R	4.00
	U3	1.50	1.00	0.50	1		Celestial Sword	R	4,00
Delif's Cone Delif's Cube	C	0.50	0.20 1.00	0.05	H		Centaur Archer Chaos Lord	UR	1.00 5.00
Derelor	U1	4.00	2.72	1.00			Chaos Moon	R	4.00
Draconian Cylix	U	3.00	1.50	0.50	1		Chromatic Armor	R	4.00
Dwarven Armorer	U	2.09	1.00	0.25	1		Cold Snap	U	1.00
Dwarven Catapult	U3	2.00	1.00	0.50	1		Conquer	U	2.00
Dwarven Hold Dwarven Lieutenant	U U3	4.00	2.25 0.75	0.75	1		Counterspell	C	0.49
Dwarven Ruins	110	2.00	1.00	0.50	1		Crown of the Ages Curse of Marit Lage	RR	5.00
	U1	3.59	2.00	1.00	1		Dance of the Dead	Ü	2.00
	U2	2.00	1.00	0.50	1		Deflection	R	12.00
	U	2.00	1.00	0.50	1		Demonic Consultation	U	1.00
Elvish Farmer	U	3.00	2.00	1.00	1		Despotic Scepter	R	4.00
Farrelite Priest	U3	1.50	0.50	0.50	1		Diabolic Vision	U	1,39
Farrel's Mantle Feral Thallid	U3 U3	1.50	0.75 1.00	0.50	1		Dread Wight	R	4.00
	U	4.00	2.00	1.00	1		Dreams of the Dead Drift of the Dead	U	1.00
Goblin Flotilla	U	3.00	1.50	0.50	i		Drought	U	1.00
Goblin Grenade	C3	0.50	0.25	0.10	1		Dwarven Armory	R	4.00
Goblin Kites	U3	1.50	0.82	0.50	1		Earthlink	R	4.00
Goblin Warrens	U	4.00	3.00	2.00	1		Elder Druid	R	5.00
Hand of Justice	U	5.00	4.00	2.00	1		Elemental Augury	R	4.00
Havenwood Battlegrou		2.00	1.00	0.50	1		Elkin Bottle	R	4.00
Heroism Hollow Trees	U3 U	1.50	0.89 2.00	0.50	1	0117	Enduring Renewal Energy Storm	RR	7.00
Homarid Shaman	U	2.00	1.00	0.50	1		Essence Vortex	U	5.00
Homarid Spawning Be		2.00	1.00	0.50	1		Fanatical Fever	U	1.00
	C4	0.75	0.25	0.10	1		Fiery Justice	R	4.00
Icatian Lieutenant	U	3.00	1.50	0.50	1	0.20	Fire Covenant	U	1.00
	U3	1.50	0.82	0.50	1		Flame Spirit	U	1.00
	U3	1.50	0.82	0.50	1		Flooded Woodlands	R	4.00
Icatian Skirmishers Icatian Store	U	3.00 4.00	1.85	0.50	1		Flow of Maggots	R	4.00
Icatian Town	U	4.00	2.53	1.00	1		Forbidden Lore Force Void	R	4.00
Implements of Sacrifi	_	2.10	1.00	0.50	1		Forgotten Lore	U	1.00
	U3	2.00	1.00	0.50	1		Formation	R	4.00
Order of Leitbur	C3	1.00	0.25	0.05	1		Freyalise Supplicant	U	1.00
Order of the Ebon Har		1.00	0.25	0.05	1		Freyalise's Charm	U	1.00
Orgg	U	5.00	3.00	0.50	2		Freyalise's Wind	R	4.00
Raiding Party	U3 U	1.50	0.95	0.50	1		Fumarole	U	1.00
Rainbow Vale Ring of Renewal	U	3.19	2.00	0.50	1		Fyndhorn Bow Fyndhorn Elder	UU	1.00
River Merfolk	U	3.00	2.00	1.00	1		Fyndhorn Pollen	R	4.00
Ruins of Trokair	U2	2.00	1.00	0.50	1		Game of Chaos	R	4.00
Sand Silos	U	3.59	2.50	1.00	1	0.13	General Jarkeld	R	5.00
Seasinger	U3	2.00	1.00	0.50	1	ment 's	Ghostly Flame	R	5.00
Soul Exchange	U3	1.50	0.95	0.50	1		Giant Trap Door Spider		1.00
Spirit Shield	U	2.00	1.00	0.50	1	1000	Glacial Chasm	U	1.00
Spore Flower Svyelunite Priest	U3 U3	2.00	1.00	0.50	1		Glacial Crevasses Glacial Wall	RU	4.00
Svyelunite Temple	U2	2.50	1.00	0.50	1		Glaciers	R	1.00
Thallid Devourer	U3	1.50	1.00	0.50	1		Goblin Lyre	R	4.00
Thelonite Druid	U3	2.00	1.00	0.50	1	E DOM	Goblin Mutant	U	1.00
Thelonite Monk	U	3.00	1.13		1	0.13	Goblin Snowman	U	1.00
Thelon's Chant	U3	1.50	1.00	0.50	1		Gravebind	R	4.00
Thelon's Curse	U	3.00	1.00	0.50	1		Green Scarab	U	1.00
Thrull Champion Thrull Retainer	U1 U3	4.00	3.00	1.00	1		Hallowed Ground	UR	1.00
Thrull Wizard	U3	1.50	0.82	0.50	1	0.07	Halls of Mist Hecatomb	R	7.00
Tidal Influence	U3	1.50	0.82	0.50	1	0.01	Hematite Talisman	U	1.00
Tourach's Chant	U3	1.50	0.95	0.50	1		Hipparion	Ü	1.00
Tourach's Gate	U1	2.29	1.38	0.50	1		Hot Springs	R	4.00
Vodalian Knights	U	3.00	2.00	0.50	1		Hurricane	U	1.00
Vodalian War Machine		3.00	1.25	0.50	1		Hyalopterous Lemure	U	1.00
Zelyon Sword	U	2.00	1.25	0.50	1	0.25	Hydroblast Hymn of Pohisth	C	0.30
	M	1000	139/1				Hymn of Rebirth Ice Cauldron	UR	1.00
1	\Box 1	Εf	7 G ·	E			Ice Floe	U	2.00
Complete Set			200.00 \$		3	The same	Iceberg	U	1.00
Booster Display		99.99	90.00	80.00	4	0.50	Icequake	U	2.00
Booster Pack		3.25	2.95	2.50	3		lcy Manipulator	U	10.00
Starter Display		110.00	90.00	70.00			Icy Prison	R	4.00
Starter Deck		11.55	8.99	8.00			Illusionary Presence	R	4.00
Typical Common		0.25	0.10	0.10	0		Illusionary Terrain Illusions of Grandeur	UR	1.00
Abyssal Specter	U	\$2.00	\$1.00	\$0.50	1		Incinerate	C	0.50
Adarkar Sentinel	U	1.00	1.00		1		Infernal Darkness	R	4.00
Adarkar Wastes	R	6.00	5.00	3.00	4		Infernal Denizen	R	5.00
Aegis of the Meek	R	4.00	3.00	1.00	1	2000	Infinite Hournlass	R	4.00

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Ashen Ghoul

Balduvian Conjurer

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Note 1	Item	High	Med	Low	TR	+/-	Item	H	ligh I	Med l	ow TF	3 +/	Item	High	h Me	ed Lo	ow TR	+/_	Item	High	Med I	ow TR	+/	
March 1		-	1.00	0.25	1		Time Bomb	R	5.00	3.00	2.00 1		Root Spider U3	1.5	50								0.13	
Marches 10 10 10 10 10 10 10 1			3.00	1.99	1		Total War	R			100000								***************************************					
Margare 1												0.13												
Section Registrate 1																		0.10			3.25	2.00 1	0.26	
West Company	rijoraaran rangin.						Updraft											0.25	omera opnere	1000000				
Septe of Department of 100 100 100 100 100 100 100 100 100 10																		0.02	our urun					
Control Cont														0.	.50	0.19	0.10 1	0.07	Soldevi Excavations					
Company Comp	Krovikan Elementalist U	1.00	1.00	0.25	1																		0.03	
Description 19																						0.50 1		
Company Comp	manne amp	100000						U	1.00	1.00	0.40 1		Soraya the Falconer U						ahunnand					
Control 1																								
Company Comp	**************************************												Truce U	3.	.00	2.00	0.50 1	0.21	Storm Crow C				0.03	
Control 100	Lhurgoyf R												remaine at annight											
Company Note 1	Educated prose																	0.11	anamana ak)	1.00	1.00	0.50 1		
March Marc	Elli Dai o Hon	10000					Whiteout	U	1.00	1.00		1						0.05						
Company Comp	Euro											1	Wizards' School US	2	.00	1.00	0.40	0.25					0.05	
Marche Bourse March Marc										1.00		1	FIL	1.6	- N									
March Marc	Malachite Talisman U					100						1		10000	1000		2000000						0.04	
Meterscript 10												1							Thought Lash	R 5.00	3.00	1.99 1		
March Part March							Wrath of Marit Lage	R	4.00			1												
According tender According	more de la contraction de la c							_				1 0.05	Typical Common	U	1.25	0.10	0.00							
Description Column Colum																			Unlikely Alliance				0.13	
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Note of Friend 100 200 1	mine mark						HO	M.	EL	ĦΝ	05		Dalagrian Daga						Veteran's Voice C	4 3.50	0.13	0.10 1	0.03	
March March March			4.00				anniprote and	25				*						1						
Medical Part Medi	minimum or research order																						0.03	
March Marc													Burnout	U 1	1.00	1.00	0.50	1	Whirling Catapult F				0.01	
Martiname 1, 10 10 10 10 10 10 10	Mountain Titan F	4.00	3.00					1110	*0.00	ė1 00	en En							1					0.01	
Application Page	muusiiuo .											1	· ourning.orr					1		4 0.3	0.10	0.05 1		
Reference	mooronan	R 4.00	3.00	1.2	5 1		Anaba Ancestor					1	ouder open					1	Yavimaya Ants	U 2.0	1.00	0.50 1		
Reference Company Co												1 035										200		
Description Common Commo	manag oringaranty													R S	5.00	4.00	2.50	2		-		100000000000000000000000000000000000000		
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Control Informers												1						1						
Continuity Con						000		U	8.00	6.00	3.00	*	Exile					1		10000				
Control Cont	0101011 11101111											1 0.25												
Control Front Part												1		U	4.00	3.00	1.00	2						В
Conference Part P	Order, Sacred Torch	R 5.0	3.00	1.7	75 1		Baki's Curse					1												
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Principation	Phantasmal Mount	U 1.0										1 025	adodia o oceptor											п
Page	. Jr. map												· man overm							R 4.0	0 3.00	1.75	1	
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Sea Spirit U 1.00 1.00 0.40 1 1.00 1.00 0.40 1 1.00 1.0								U	3.00	2.00	0.50	1 0.40	Krovikan Horror	R	5.00								*	
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Shight R 6.00 3.00 1.50 1 Fairle Noble U 4.00 2.50 1.50 1 0.02 Library of Lat-Ham R 6.00 4.00 2.00 1 Bone Mask R 4.00 3.00 1.91 1 Shight Early 1.00						0.95						1 0.13	Lat-Nam's Legacy	C4	6.50	0.13	0.10	1 0.03	Blinding Light	U 1.	0.75	0.25	1	
Silver Erme U 100 1.00 0.40 1 Furneral March C 0.50 0.13 0.10 1 0.075 0.25 1 Skeleton Ship R 5.00 3.00 1.99 1 Furneral March C 0.50 0.13 0.10 1 0.07	Shyft	R 4.1	00 3.0	0 1.	50 1		Faerie Noble	U	4.00	2.50														
SkeletanShip R 5.00 3.00 1.99 1 Finneral March C 0.50 0.19 0.10 1.00 0.40 1.50 1.50 0.40 1.50 1.00 0.40 1.50 1.00 0.40 1.50 1.00 0.40 1.50 1.50 0.40 1.50 1.00 0.40 1.50 1.50 0.40 1.50 1.00 0.40 1.50 1.50 0.40 1.50 1.00 0.40 1.50 1.50 0.40 1.50 1.50 0.40 1.50 1.00 0.40 1.50 1.50 0.40 1.50 1.50 0.40 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.40 1.50 1.50 1.00 0.50 1.50 1.50 1.00 0.50 1.50 1						0.25													Burning Palm Efreet	U 1.1	0 0.75	0.25	1	
Selight of Mind U 2,00 1,00 0,50 1 Glant Oyster U 3 2,00 1,00 0,50 1 Glant Oyster U 3 2,00 1,00 0,50 1 Glant Oyster U 3,00 0,00 2,00 0,50 1 Glant Oyster U 3,00 0,00 0,5	Skeleton Ship	R 5.1	00 3.0	0 1.9	99 1		Funeral March	C	0.50	0.19	0.10	1 0.07	Lim-Dûl's Vault	U	2.00	1.00	0.50	1	Cadaverous Bloom					
Seleging of Marin 1																								
Show Hound U 1.00											0.50	1 0.13	Martyrdom	C4	4.00	0.15	0.10	1 0.05	Carrion	R 5.1	3.00	1.75	1	
Solderi Machinist U 1,00 1,00 0,25 1 Imain's Shade U 3 300 2,00 1,00 0,50 1 Imain's Shade U 3 300 2,00 1,00 0,50 1 Imain's Shade U 3 300 2,00 1,00 0,50 1 Imain's Shade U 3 2,00 1,00 0,50 1 Im	Snow Hound	U 1.1	00 1.0	0 0.	25 1		Hazduhr the Abbot	U	3.00	2.00	0.50		Misfortune											
Solder Machinist V 1.00 1.00 0.25 1 1.00 1.00 0.25 1 1.00 1.00 0.25 1 1.00 1.00 0.25 1.00 0.25 1 1.00 0.25 1																				U 1.	0.75	0.25	1	
Soul Barrier U 1.00 1.00 0.25 1 Jinx C 0.50 0.15 0.10 1 0.03 Nature's Chosen U 1.00 0.05 1 Charlot of the Sun U 1.00 0.75 0.25 1		U 1.	00 1.0	0 0.	25 1		Irini Sengir	U3	2.00	1.00	0.50	1	Mystic Compass	U	1.50	1.00	0.50	1	Chaosphere					
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Spoils of Evil R 4.00 3.00 1.75 1 Joven's Ferrets C 0.50 0.20 0.10 1.06 0.05 1 0.06 0.05 1 0.06 0.05 1													Nature's Wrath	R	5.00	3.49	1.75	1 0.26	Choking Sands	C 0.	35 0.10	0.05	1	
Spoils of War K 4,00 3,00 1,75 1 Koskun Falls U 3,00 2,00 1,00 1,05 1 Koskun Falls U 3,00 2,00 1,05 1 Koskun Keep U 2,00 1,00 0,40 1 Leaphing Lizard C C 0,50 0,20 0,10 1 0,05 1 Fhantasmal Flend C 4 0,35 0,10 0,05 1 Corrismon Heilite R 1,00 0,75 0,25 1	Spoils of Evil	R 4.	00 3.0	0 1.	.75 1		Joven's Ferrets	C	0.5	0.20	0.10	1 0.06	Noble Steeds											
Stampede R 5.00 3.00 1.99 1 Koskun Keep U3 2.00 1.00 0.40 1 0.25 Phantasmal Sphere R 5.00 3.00 0.50 1 Crystal Geler U 1.00 0.75 0.25 1 Crystal Geler U 1.00 0.75 0.25 1 Crystal Geler U 1.00 0.00 0.75 0.25 1 Crystal Geler U 1.00 0.75 0.75 0.75 0.75 0.75 0.75 0.75 0																			Consuming Ferocity	U 1.	0 0.75	0.25	1	
Stench of Evil U 1.39 1.00 0.40 1 Leaping Lizard C 0.50 0.20 0.10 1.06 Phelddagrif R 5.00 4.00 2.00 2 Crimson Rec U 1.00 0.75 0.25 1			.00 3.0	0 1.	.99 1		Koskun Keep	U3	2.0	0 1.00	0.40	1 0.25	Phantasmal Sphere	R	4.00	3.00	0.50	1	Coral Fighters	U 1.				
Storm Spirit R 4,00 3,00 1,75 Mammoth Harness U 2,00 1,50 0,50 1 1 1 1 1 1 1 1 1	Stench of Evil	U 1.	.39 1.0	0 0	1.40	1																		
Stormbild R 6.00 4.98 2.00 3 Marjhan U 4.00 2.00 1.00 1 Phyrexian Portal R 5.00 3.00 2.00 1 Crystal Golem U 1.00 0.75 0.25 1													Phyrexian Devourer	R	5.00	3.00	1.50	1	Crypt Cobra	U 1.	0.7	0.25	1	
Strongal Caria R 3.00 2.00 1 Mystic Decree U 5.00 3.00 1.00 1 Pillage U 3.00 2.00 0.60 1 Cursed Totem R 5.00 4.00 1.99 2 Suffurous Springs R 6.00 5.00 3.00 3 Narwhal U 3.00 2.00 0.50 1 Primitive Justice U 2.00 1.00 0.50 1 Caring Apprentice R 4.00 3.00 1.75 1 Surstone U 1.00 1.00 0.50 1 Primitive Justice U 2.00 1.00 0.50 1 Caring Apprentice R 5.00 3.00 1.75 1 Thermokarst U 2.00 1.00 0.50 1 Rashka the Slayer U 6.00 4.00 2.00 1 0.38 Ritual of the Machine R 5.00 4.00 2.00 1 Delirium U 1.00 1.05 0.25 1 Thermokarst U 2.00 1.00 0.50 1 Rashka the Slayer U 3.00 0.50 1 Rashka the Slayer U 3.00 0.50 1 O.50 1 Delirium U 1.00 0.05 0.25 1 Thoughtleech U 1.00 1.00 0.25 1 Retribution U 3 1.50 1.00 0.50 1 0.13 Royal Decree R 5.00 3.00 2.00 1 Dissipate U 3.00 1.00 0.50 2 0.50 1 Thunder Wall U 1.00 1.00 0.25 1 Retribution U 3 1.50 1.00 0.50 1 0.13 Royal Decree R 5.00 3.00 2.00 1 Dissipate U 3.00 1.00 0.50 2 0.50	Stormbind	R 6	.00 4.9	38 2	2.00	3	Marjhan	U	4.0	0 2.00	1.00	1	Phyrexian Portal	R										
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Thoughtletch U 1.00 1.00 0.25 1 Renewal C 0.50 0.15 0.10 1 0.03 Regue Skycaptain R 5.00 3.25 2.00 1 Discordant Spirit R 5.00 3.00 1.99 1														R	5.00	4.00	2.00	1	Delirium	U 1.	00 1.0	0 0.25	1 0.25	
Inunder Wall 0 1.00 1.00 0.23 1 Restriction P 4.00 3.00 1.50 1	Thoughtleech	U 1	1.00 1.	00 (0.25	1	Renewal	-	0.5	0.1	5 0.10	1 0.03	Rogue Skycaptain	R										
	Tanadamic Nage	100	0.000	100	-	-			2000			-		-	NAME OF TAXABLE PARTY.		1000		-		200 Dec	05000	33757	



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Keeper of Kookus

Lead-Belly Chimera

Kookus Kyscu Drake

Lichenthrope

Lightning Cloud

Longbow Archer Magma Mine

Man-o'-War

Matopi Golem

Miraculous Rec

Mob Mentality

Natural Order

Necrosavant

Ogre Enforcer

Peace Talks

Prosperity

Ouicksand

Pygmy Hippo

Quirion Druid

Quirion Ranger

Rainbow Efreet

Relic Ward

Righteous War

Sands of Time

Snake Basket

Spitting Drake

Scalebane's Elite

Shimmering Efreet

Squandered Resources

Suleiman's Legacy

Summer Bloom

Sug'Ata Assassin

Sug'Ata Lancer

Talruum Piper

Teferi's Realm Tempest Drake

Three Wishes

Time and Tide

Tin-Wing Chimera

Teferi's Honor Guard

Teferi's Puzzle Box

Stampeding WildebeestsU

River Boa

Rowen

Simoon

Relentless Assault

Retribution of the Meek R

Phyrexian Marauder

Pillar Tombs of Aku

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Item	1	High	Med	Low	TR	+/-	Item		High	Med	Low T	R	+/	Item
Dread Specter	U	1.00	. 0.75	0.25			Marble Diamond	U	2.00	1.00	0.50			Spectral Guardian
Dwarven Miner	U	2.00	0.75	0.25			Maro	R	8.00	6.00	3.00			Spirit of the Night
Early Harvest	R	5.00	3.00	1.50			Meddle	U	1.00	0.75	0.25			Stupor
Elixir of Vitality	U	1.00	0.75	0.25	1		Melesse Spirit	U	1.10	1.00	0.25			Subterranean Spirit
Emberwilde Caliph	R	5.00	3.00	2.00	1		Mind Bend	U	2.00	1.00	0.30			Sunweb
Emberwilde Djinn	R	5.00	4.00	2.00		0.50	Mind Harness	U	1.50	0.75	0.25			Superior Numbers
Energy Bolt	R	5.00	3.50	2.00		0.50	Mindbender Spores	R	4.00	3.00	1.99			Suq'Ata Firewalker
Energy Vortex	R	5.00	3.00	2.00			Mire Shade	U	1.00	0.75	0.25			Tainted Specter
Enlightened Tutor	U	3.00	1.00	0.50		0.15	Misers' Cage	R	5.00	3.00	2.00			Taniwha Taniwha
Ersatz Gnomes Ether Well	U	1.00	0.90	0.25		0.15	Mist Dragon	R	8.00	6.00	3.00			Teeka's Dragon
	R	1.00 5.00		0.25	1		Moss Diamond	U	2.00	1.00	0.50			Teferi's Imp
Ethereal Champion Fallow Earth	U	1.00	3.00	1.99			Mountain Valley Mtenda Griffin	U	2.00	0.75	0.50		0.12	Teferi's Isle Telim'Tor
Favorable Destiny	U	1.00	0.75	0.25			Mtenda Lion	C	0.30	0.99	0.25		0.12	Telim'Tor's Darts
Femeref Archers	U	2.00	1.00	0.25			Mystical Tutor	U	2.50	1.00	0.50		0.02	Telim Tor's Edict
Final Fortune	R	10.00	6.00	3.00		0.37	Natural Balance	R	6.00	4.00	2.00			Tidal Wave
Fire Diamond	U	2.00	1.00	0.50	1	0.37	Nettletooth Diinn	U	2.00	1.00	0.50			Tombstone Stairwell
Flame Elemental	U	1.00	0.75	0.30			Nocturnal Raid	U	1.00	0.75	0.30			Torrent of Lava
Flash	R	5.00	3.00	1.75	1		Null Chamber	R	6.00	4.00	1.75			Tropical Storm
Flood Plain	U	1.00	0.75	0.50	1		Painful Memories	U	1.00	0.75		1		Uktabi Wildcats
Floodgate	U	1.00	0.75	0.30			Patagia Golem	U	1.00	0.75	0.25			Unerring Sling
Foratog	U	1.00	0.75	0.25	1		Paupers' Cage	R	5.00	3.00	2.00			Unfulfilled Desires
Forbidden Crypt	R	5.00	3.00	1.99			Pearl Dragon	R	7.00	5.00		2		Unseen Walker
Forsaken Wastes	R	6.00	5.00	2.00			Phyrexian Dreadnough		10.00	7.00	3.00			Unyaro Bee Sting
Frenetic Efreet	R	6.00	4.25	2.00		0.37	Phyrexian Purge	R	4.00	3.00	1.75			Unyaro Griffin
Goblin Scouts	U	1.00	0.75	0.25	1	0.31	Phyrexian Tribute	R	4.00	3.00	1.75			Vaporous Djinn
Goblin Soothsayer	U	1.00	0.75	0.25	1		Phyrexian Vault	Ü	1.00	0.75	0.25			Ventifact Bottle
Grasslands	U	1.00	0.75	0.50	1		Political Trickery	R	5.00	4.00	1.75			Vigilant Martyr
Grim Feast	R	5.00	3.00	1.75			Polymorph	R	5.00	3.40	2.00		0.40	Vitalizing Cascade
Grinning Totem	R	15.00	8.00	2.50			Preferred Selection	R	5.00	3.00	1.75		0.40	Volcanic Dragon
Hakim, Loreweaver	R	5.00	3.00	2.00	1		Prismatic Boon	Ü	1.00	0.75	0.25			Volcanic Geyser
Hall of Gemstone	R	5.00	4.00	2.00	2		Prismatic Lace	R	5.00	3.00	1.75			Waiting in the Weeds
Hammer of Bogardan	R	16.00	12.00	5.00			Psychic Transfer	R	5.00	3.20	1.50		0.20	Wall of Roots
Harbinger of Night	R	5.00	3.00	1.99	1		Purgatory	R	5.00	3.00	1.50		O.LO	Warping Wurm
Harbor Guardian	Ü	1.00	0.75	0.25	1		Purraj of Urborg	R	5.00	3.00	1.99			Wave Elemental
Harmattan Efreet	U	1.00	0.75	0.25	1		Ouirion Elves	C	0.35	0.10	0.05			Wellspring
Haunting Apparition	U	1.00	0.75	0.25			Radiant Essence	U	1.00	0.75	0.25			Wildfire Emissary
Hazerider Drake	U	1.00	0.75	0.25	1		Rashida Scalebane	R	5.00	4.00	2.00		1.00	Windreaper Falcon
Hivis of the Scale	R	5.00	3.00	1.99	1		Ravenous Vampire	U	2.00	1.00	0.25		0.01	Withering Boon
Horrible Hordes	U	1.00	0.75	0.25	1		Razor Pendulum	R	5.00	3.00	1.99	1		Worldly Tutor
Igneous Golem	U	1.00	0.75	0.25	1		Reckless Embermage	R	5.00	3.00	1.75	1		Yare
Illicit Auction	R	5.00	3.00	1.50	1		Reflect Damage	R	5.00	4.00	2.00	1		Zebra Unicorn
Illumination	U	1.00	0.75	0.25	1		Reign of Chaos	U	1.00	0.75	0.25	1		Zhalfirin Commander
Incinerate	C	0.50	0.15	0.05	1		Reign of Terror	U	1.00	0.75	0.25	1		Zirilan of the Claw
Infernal Contract	R	5.00	4.00	1.99	2		Reparations	R	5.00	3.00	1.99	1		Zombie Mob
Iron Tusk Elephant	U	1.00	0.75	0.25	1		Rock Basilisk	R	5.00	3.00	1.99	1		Zuberi, Golden Feather
Jabari's Influence	R	5.00	3.00	2.00	1		Rocky Tar Pit	U	2.00	0.75	0.50	1		
Jolrael's Centaur	C	0.35	0.12	0.05	1	0.02	Roots of Life	U	1.00	0.75	0.25	1		
Jungle Patrol	R	4.00	3.00	1.50	1		Sacred Mesa	R	10.00	7.25	2.95	2	0.51	V
Jungle Troll	U	1.00	0.75	0.25	1		Sand Golem	U	1.00	0.75	0.30	1		Complete Set
Kaervek's Hex	U	1.00	0.75	0.25	1		Savage Twister	U	2.00	1.00	0.30	1		Booster Display
Kaervek's Purge	U	1.00	0.75	0.25	1		Sawback Manticore	R	5.00	3.00	1.99	1		Booster Pack
THE WAY THE			100				:		2700	200	PERMIT			Typical Common
														Aku Djinn
ALLEGIAN		\mathbf{E} \mathbf{G}	ΔM	-							7			Anvil of Bogardan

David Gerrard

NORTHWEST

Our customers absolutely love the Sixth Edition rules. They especially enjoy the way combat works now; it seems more "hand-to-hand," so to speak.

The Rath Cycle leaving Standard is not a joyous occasion for most players. Their decks include Rath Cycle cards, and will have to be redesigned. Still, they realize why the changes are necessary and have learned to accept it.

		MACHES GERMAN	1000						MACHINE STATE				
Kaervek's Torch	C	0.30	0.12	0.05	1	0.02	Sealed Fate	U	2.00	0.99	0.25	1	0.24
Karoo Meerkat	U	1.00	0.75	0.25	1		Seeds of Innocence	R	5.00	3.00	1.75	1	
Kukemssa Pirates	R	5.00	3.00	1.50	1		Shadowbane	U	1.00	0.99	0.25	1	0.24
Lead Golem	U	1.00	0.75	0.25	1		Shallow Grave	R	5.00	4.00	2.00	2	
Leering Gargoyle	R	4.00	3.00	1.99	1		Shauku, Endbringer	R	5.00	3.00	1.75	1	
Lion's Eye Diamond	R	5.99	4.00	2.00	2	0.50	Shauku's Minion	U	2.00	0.75	0.25	1	
Locust Swarm	U	1.00	0.75	0.25	1		Shimmer	R	5.00	4.00	1.99	1	0.50
Lure of Prey	R	5.00	3.00	1.75	1		Sidar Jabari	R	5.00	3.00	1.99	1	
Malignant Growth	R	5.00	3.00	1.99	1		Sirocco	U	1.50	0.99	0.25	1	0.24
Mana Prism	U	1.00	0.75	0.25	1		Sky Diamond	U	2.00	1.00	0.50	1	
Mangara's Blessing	U	2.00	1.00	0.25	1		Soul Echo	R	5.00	3.00	2.00	1	
Mangara's Equity	U	1.00	0.75	0.25	1		Soul Rend	U	1.00	0.75	0.25	1	
Mangara's Tome	R	5.00	3.00	1.99	1		Spatial Binding	U	1.00	0.75	0.25	1	

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Complete Set			\$150.00	\$85.00	3	
Booster Display		129.99	95.00	80.00	3	
Booster Pack		4.59	2.99	2.95	2	
Typical Common		0.25	0.14	0.10	0	0.03
Aku Djinn	R	\$6.90	\$5.00	\$2.00	2	
Anvil of Bogardan	R	6.00	4.50	2.00	2	
Archangel	R	9.00	7.00	3.75	2	
Army Ants	U	2.00	1.00	0.50	1	
Blanket of Night	U	2.00	1.00	0.50	1	
Bogardan Phoenix	R	5.00	4.00	2.00	2	
Brass-Talon Chimera	U	1.25	1.00	0.50	1	
Breathstealer's Crypt	R	5.00	4.00	2.00	1	
Brood of Cockroaches	U	1.00	0.82	0.50	1	0.05
Chronatog	R	6.00	4.00	3.00	2	
City of Solitude	R	11.00	7.99	4.00	3	0.01
Coercion	C	0.30	0.15	0.10	0	
Coral Atoll	U	1.00	1.00	0.50	1	0.08
Corrosion	R	5.00	3.00	1.50	1	
Creeping Mold	U	2.00	1.00	0.50	1	
Crypt Rats	C	0.30	0.15	0.10	0	
Daraja Griffin	U	1.00	0.93	0.50	1	0.11
Desertion	R	8.00	6.00	3.00	2	
Desolation	U	1.25	1.00	0.50	1	
Diamond Kaleidoscope	R	5.00	3.45	2.00	1	
Dormant Volcano	U	1.00	1.00	0.50	1	0.08
Dragon Mask	U	1.00	1.00	0.50	1	0.08
Dream Tides	U	1.25	1.00	0.50	1	
Elephant Grass	U	1.50	1.00	0.50	1	
Elkin Lair	R	5.00	3.50	2.00	1	
Equipoise	R	5.00	4.00	2.00	2	
Everglades	U	1.00	1.00	0.50	1	0.08
Eye of Singularity	R	5.00	4.00	2.00	1	
Femeref Enchantress	R	5.00	3.20	1.99	1	
Fireblast	C	0.50	0.20	0.10	0	
Firestorm Hellkite	R	8.00	6.00	2.00	1	
Flooded Shoreline	R	5.00	3.00	1.99	1	
Forbidden Ritual	R	5.00	4.00	2.00	1	
Foreshadow	U	1.00	1.00	0.50	1	0.15
Freewind Falcon	C	0.30	0.15	0.10	0	
Goblin Recruiter	U	1.25	1.00	0.50	1	
Griffin Canyon	R	6.00	4.00	2.00	1	
Guiding Spirit	R	5.00	4.00	2.00	1	
Heat Wave	U	1.00	0.93	0.30	1	0.13
Holm of Auskanina	11	2.00	1.00	0.50	1	

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Helm of Awakening

Honorable Passage

Iron-Heart Chimera

Hulking Cyclops

Juju Bubble

Jungle Basin

Karoo

Kaervek's Spite

Katabatic Winds

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		8.00	4.50		
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U			0.50	1	
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U	\$2.00	\$1.00	\$0.50	0	
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				1	0.26
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	Carlotte Contract				
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							7	JV.		ne Gathering								L	_	_	-
Item	High	Med	Low T	R +/-	Item	High	Med	Low TR		Item	High		Low TR	+/-	Item	-		3.00 L	2.00 TR	0.20	
Downdraft U Dwarven Thaumaturgist R Empyrial Armor C Ertai's Familiar R Fallow Wurm U Ferwor R Festering Evil U Fire Whip C Firestorm R Forlysian Brigade U Fungus Elemental R	5.00 0.50 5.00 2.00 1.00 7.00	3.00 1.00 1.00 5.00 1.00 0.17 6.00 1.00	1.50 0.05 1.50 0.50 0.50 1.75 0.25 0.05 2.00 0.50	2 0 0 0.08	Avenging Angel R Barbed Sliver U Bellowing Fiend R Benthic Behemoth R Boil Booby Trap R Bottle Gnomes U Booty Hunter R Caldera Lake R Canyon Drake C Capsize C Capsize C	6.30 1.50 4.00 5.00 2.00 8.00 3.00 6.00 4.00 0.50	5.00 1.00 3.00 3.50 1.00 5.25 2.00 5.00 4.38 3.00 0.15 0.25	3.00 2 0.50 1 1.75 1 2.00 2 0.50 1 3.00 1 0.90 2 2.50 1 3.00 2 2.00 1 0.05 0	0.50 0.25 0.63 0.10	Leeching Licid Legacy's Allure Legerdemain Light of Day Lightning Blast Lightning Elemental Living Death Lobotomy Lotus Petal Magmasaur	U 2.0 U 1.0 U 2.0 U 1.0 U 2.0 C 0.5 C 0.5 C 0.5 R 10.0 U 3.0 C 1.0 R 4.0 R 5.0	1.00 1.00 1.00 1.00 1.00 1.00 1.00 0.25 0.15 7.00 2.00 2.00 0.50 3.60	0.50 1 0.50 1 0.50 1 0.50 1 0.50 1 0.05 0 0.05 0 5.00 5 0.75 2 0.05 0 2.00 1 1.50 1	0.13 0.01 0.10	Root Maze Rootbreaker Wurm Rootwater Depths Rootwater Diver Rootwater Diver Rootwater Matriarch Rootwater Shaman Ruby Medallion Sacred Guide Safeguard Salt Flats Sapphire Medallion Saroomancy	U U R R R R R R R R R R	5.00 0.50 2.00 1.00 5.00 6.00 4.00 5.00 6.00 7.00 7.00	0.22 1.00 1.00 3.40 3.00 4.75 3.00 3.20 4.50 6.00 5.00	0.05 0 0.50 1 0.40 1 1.00 1 1.00 1 3.00 2 1.75 1 1.75 1 3.00 2 3.50 4 3.00 4	0.03 0.13 0.59 0.26	
Gaea's Blessing U Gallowbraid R Gemstone Mine U Goblin Bomb R Goblin Genadiers U Heart of Bogardan R Heat Stroke R Hidden Horror U Hurloon Shaman U Infernal Tribute R	3.00 5.00 4.00 2.00 6.00 1.00 5.00 2.00 1.00 6.00	4.00 2.99 1.00 4.00 1.00 4.00 3.00 1.00 1.00 3.99	2.00 0.50 0.50 1.75 0.25 2.00 1.50 0.50 0.25 2.00	1 1 0 0 0.20 1 0.49	Carrionette R Chaotic Goo R Charging Rhino U Chill U Choke U Cinder Marsh U Cinder Marsh U Ciergy en-Vec C Cot Silver C Coercion C Coffin Queen R Cold Storage R	5.00 4.00 1.00 2.00 2.00 1.50 0.50 0.50 0.50 4.00	3.70 3.00 1.00 1.00 1.00 0.20 0.15 0.15 5.00 3.30	1.00 1 1.75 1 0.50 1 0.75 2 0.50 1 0.50 1 0.05 0 0.05 0 0.05 0 3.00 2 2.00 1	0.05 0.10 0.10	Mana Severance Manta Riders Marble Titan Master Decoy Mawcor Maze of Shadows Meditate Metallic Sliver Mindwhip Sliver Minion of the Wastes	R 4.0 R 5.0 C 0.5 R 5.1 C 0.5 R 5.1 U 2.1 R 9.1 C 0.5 C 0.5 R 6.1	00 4.00 00 0.20 00 3.00 50 0.15 00 3.00 1.00 00 8.00 0.15 00 1.00 00 4.00	1.75 1 2.00 1 0.05 0 1.00 1 0.05 0 1.00 1 0.50 1 4.00 3 0.05 0 0.50 1 2.00 1	0.05 0.10 0.45 0.10 0.01	Seabland Scalding Tongs Scorched Earth Scragnoth Screeching Harpy Scroll Rack Searing Touch Segmented Wurm Selenia, Dark Angel Serene Offering Shadowstorm	R R R U U R U U R U U R U U R U U R	6.00 6.00 5.20 3.00 1.00 8.00 2.00 1.00 6.00 1.50	5.00 5.00 4.00 1.50 1.00 6.00 1.00 5.00 1.00 5.00 1.00 5.00	3.00 2 3.00 3 1.75 1 0.50 1 3.00 3 0.50 1 0.50 1 3.00 2 0.50 1 0.50 1 3.00 2	0.25	
Inner Sanctum R Jabari's Banner U Lava Hounds U Liege of the Hollows R Lanowar Behemoth U Lotus Vale Mana Web R Maraxus of Keld R Master of Arms U Mischievous Poltergeist U Mistmoon Griffin U Morinfen U	1.00 0.50	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.50 0.25 1.75 0.50 6.00 2.00 2.00 0.25 0.05 0.50	1 0 3 1 1 0 0.08	Commander Greven #-Vec R Corpse Dance R Counterspell C Crazed Armodon R Cursed Scroll R Dark Banishing C Dark Ritual C Dauthi Embrace U Dauthi Ghoul "U Dauthi Mercenary U Dauthi Mindripper U Dauthi Mindripper U Dauthi Mindripper U Dauthi Slayer C	5.00 25.00 0.50 0.50 2.00 1.50 0.50 1.00	7.00 5.00 0.25 3.00 15.00 0.15 0.20 1.00 0.19 1.00 0.19	4.00 2 3.00 3 0.05 0 1.75 1 8.50 5 0.05 0 0.05 0 0.50 1 0.50 1 0.50 1 0.50 1	0.05 0.10 0.05 0.01 0.06 0.01	Mnemonic Silver Mogg Cannon Mogg Fanatic Mogg Hollows Mogg Squad Moggel Pack Muscle Silver Nature's Revolt Needle Storm No Quarter Nuturing Licid		50 1.00 1.00 50 0.25 50 1.00 1.00 1.00 00 3.40 00 2.5 00 4.65 00 1.00	2.00 1 0.50 1 0.50 1 0.05 0 0.50 1 1.75 1 0.05 0 2.50 1 1.75 1 0.50 1	0.13 0.25 0.59 0.35 0.25 0.13 0.13	Shocker Sky Spirit Skyshroud Condor Skyshroud Elf Skyshroud Forest Skyshroud Vampire Soltari Crusader Soltari Emissary Soltari Guerrillas Soltari Monk Soltari Priest Souldrinker Soludrinker	U U C R U U R R U U U R	6.00 2.00 1.00 0.50 6.00 1.50 1.50 5.00 2.00 3.00 1.00 6.00	1.00 1.00 0.17 5.00 1.00 1.00 4.00 3.79 1.00 1.40 1.00 4.37	3.00 I 0.50 1 0.40 1 0.05 0 3.00 3 0.50 1 0.50 1 1.75 2 0.50 1 0.75 2 0.40 1 2.00 2	0 0.08 3 1 1 0.05 2 2 0.21 1 0.25 2 0.11 1 0.25	
Mwonvuli Ooze R Nature's Resurgence R Necratog U	5.00 5.00 1.50	3.00 3.00 1.00	1.75 1.75 0.50	1 1 0	Deadshot R Death Pits of Rath R Diabolic Edict C	4.00 6.00 0.50	3.00 4.00 0.20	1.50 1 2.00 1 0.05 0	0.05			00 3.00	1.75 1		Spontaneous Combust		2.00	1.00	0.50 1		
Noble Benefactor Null Rod Odylic Wraith Ophidian Orcish Settlers Paradigm Shift Peacekeeper	5.00 1.50 0.33 2.00 8 5.00 8 6.00	0 4.00 0 1.00 5 0.17 0 1.00 0 3.00 0 4.25	0.50 1.75 2.00	0 0.05 0 1 1 0.25	Dirtcowl Wurm R Dismiss U Dracoplasm R Dread of Night U Oregs of Sorrow R Duplicity R Earthcraft R	2.00 6.00 2.00 6.00 5.00 7.10	5.05 1.50 4.00 1.00 4.00 4.00 4.00	3.00 2 0.75 2 2.00 1 0.50 1 2.00 1 1.00 1 2.00 2	2 0.38	Sout	H			\supset		<u> </u>				LOFT	_
Pendrell Mists Phantom Warrior Phyrexian Furnace Psychic Vortex Releam Revered Unicorn Roc Hatchling Scorched Ruins	2.0 1.5 8 5.0 2.0 1.0	0 1.00 0 1.00 0 3.00 0 1.00 0 1.00 0 1.00	2.00 0.50 0.50 1.75 0.50 0.50 0.50 2.00	0 0 1 0 0.15	Echo Chamber R Eladamri, Lord of Leaves R Eladamri's Vineyard R Elven Warhounds R Elvish Fury C Emerald Medallion R Emmessi Tome R Energizer R	7.00 9.00 5.00 0.50 6.00 5.00	4.00 6.00 3.00 0.15 4.25 3.40 3.00	1.75 1 3.00 1 4.00 4 1.00 1 0.05 0 3.00 2 1.75 2	0.20 0.10 2 0.24	Edition r	ules	. Ove	er tim	e the	e players di ey have ada o enjoy it	pte	d to	the	new		
Serenity Serra's Blessing Serrated Biskelion Southern Paladin Steel Golem Strands of Night Straw Golem Sylvan Hierophant Tariff	2.0 2.0 7.0 2.0 1.0 1.0 1.0	0 1.00 0 1.00 0 4.50 0 1.00 0 1.00 0 0.90 0 1.00		0 0 1 0 0 0.18 0 0.15 0 0.15	Enraging Licid U Erta's Meddling R Escaped Shapeshifter R Essence Bottle U Evincar's Justice C Excavator U Extinction R Fevered Convulsions R Field of Souls	5.00 5.00 1.00 0.50 1.00 5.00	1.00 4.00 1.00 0.20 1.00 4.00 4.00 4.00	0.50 1 1.00 1 1.75 1 0.50 1 0.05 (0.50 1 2.00 1 1.75 3		<i>player</i> : Mercadi	s W an M	ill re Nasqı	eser ues. I	ve ju f the	leaving Sta udgemen new set is le a lot less	t ui	ntil	they	see	?	
Teferi's Veil Thran Forge Thran Forge Thundernott Thundermare Timid Orake Tolarian Entrancer Tolarian Serpent Touchstone Tranguil Grove Urborg Justice	J 1.0 J 1.0 R 5.0 C 0.5 R 10.0 J 1.0 R 5.0 R 5.0 R 5.0 R 6.0 R 6.0 R 5.0	0 1.00 0 1.00 0 3.00 0 0.20 0 7.00 0 1.00 0 3.50 0 3.00 0 1.00 0 4.50 0 3.00	0.50 0.25 1.50 0.05 5.00 0.25 1.75 1.75 0.25 2.00 1.50	0 0.08 1 0 2 0 0.20 1 0.50 1 0.15 1 0.26	Fighting Drake Pirefly Fireslinger Fireslinger Filickering Ward U Howstone Salamander U Howstone Sculpture Flowstone Wyvern Fool's Tome Fugitive Druid R Furnace of Rath	1.00 1.00 0.50 1.00 1.50 1.00 5.00 4.20 5.00 4.00 7.00	1.00 1.00 0.19 1.00 1.00 1.00 3.40 3.00 3.00 6.00	0.50 0.50 0.05 0.50 0.50 0.50 1.75 1.00 2.00 2.00 3.00	1 0.25 1 0.01 0 0.06 1 0.13 1 1 0.60 1 1 2				100	p.cr	Challing Spaces		300	100	0.50		
	S 5.0				Fylamarid U Gallantry U			0.50		Orim, Samite Healer Orim's Prayer	U 2	.00 3.00 .00 1.00	0.50		Stalking Stones Starke of Rath Static Orb	U R P	3.00 5.00	1.00 3.20 4.13	1.00		

louchstone	U	1.00	1.00	0.23	U	0.10	roors tome	"	3.00	3.00	2.00																
Tranquil Grove	R	6.00	4.50	2.00	1	0.26	Fugitive Druid	R	4.00	3.00	2.00	1				DARBOOK S			_	100	THE RESERVE TO SERVE THE PARTY OF THE PARTY		1000000		-	Unit 1971	١
Urborg Justice	R	5.00	3.00	1.50	1		Furnace of Rath	R	7.00	6.00	3.00	2			589	500E					STATE OF THE STATE		1000				1
Urborg Stalker	R	5.00	3.00	1.75	1		Fylamarid	U	1.00	1.00	0.50	1	0.25	Orim, Samite Healer	R	5.00	3.00	1.00	2	0.65	Stalking Stones	U	3.00	1.00	0.50 1		ı
	U	1.00	1.00	0.50	0	0.20	Gallantry	U	1.00	1.00	0.50	1	0.01	Orim's Prayer	U	2.00	1.00	0.50	1		Starke of Rath	R	5.00	3.20	1.00 1	0.25	1
	U	1.00	1.00	0.50	n	0.01	Gerrard's Battle Cry	R	6.00	4.00	2.00	1		Overrun	U	3.00	2.00	0.75	1		Static Orb	R	5.50	4.13	2.00 2	0.63	1
	U	1.00	1.00	0.25	n	0.20	Ghost Town	ii	2.00	1.00	0.50	1		Pallimud	R	5.00	3.00	1.75	1		Staunch Defenders	U	1.50	1.00	0.50 1		4
	R	5.00	3.00	1.50	1	0.20	Goblin Bombardment	II	2.00	1.00	0.50	1		Patchwork Gnomes	Ü	1.00	1.00	0.50	1	0.25	Steal Enchantment	II	2.00	1.00	0.50 1		1
	R	6.00	4.00	2.00			Gravedigger	C	0.50	0.15	0.05	n	0.10	Pearl Medallion	R	6.00	4.37	3.00		0.13	Stinging Licid	II	1.00	1.00	0.50 1	0.13	1
	R	6.00	4.00	2.00	1		Grindstone	D	7.00	5.10	3.00	2	0.65	Pegasus Refuge	R	5.00	4.00	1.00	1	0.10	Storm Front	II	1.00	1.00	0.50 1	0.13	1
				1.75			Hand to Hand	R	5.00	3.00	1.00	1	0.00	Perish	Ü	2.00	1.00	0.74	1	0.10	Sudden Impact	ii	2.00	1.00	0.50	0.10	1
Xanthic Statue	R	6.00	3.99	1.75	1						1.00		0.15	Phyrexian Grimoire	R	5.00	3.00	1.75		0.10	Tahngarth's Rage	U	1.00	1.00	0.50 1	0.25	1
		200					Hanna's Custody	R	5.00	3.50		!	0.15		U	1.00	1.00	0.50			Talon Sliver	0	0.50	0.19	0.05	0.25	ı
	F	1P	ĒΕ				Harrow	U	1.50	1.00	0.50	!		Phyrexian Hulk	U		1.00	0.50		0.01	Telethopter		1.00	1.00	0.30 1	0.25	1
	_	10000000	1		_		Havoc	U	2.00	1.00	0.50	1	0.13	Phyrexian Splicer		1.00				0.10	Thalakos Dreamsower	U	1.00	1.00	0.50	0.25	1
Complete Set	2		250.00\$		3		Heart Sliver	C	0.50	0.19	0.05	0	0.06	Pincher Beetles	C	0.50	0.15	0.00	~			U		1.00	0.50	0.23	1
Booster Pack	21	3.00	2.95	2.50	3		Heartwood Giant	R	5.00	3.00	1.00	1		Pine Barrens	R	6.00	4.50	3.00		0.50	Thalakos Lowlands	U	1.50				1
Booster Display		100.00	89.00	79.20	4	0.95	Heartwood Treefolk	U	1.00	1.00	0.50	1	0.01	Power Sink	C	0.50	0.15	0.00	0	0.10	Thumbscrews	K	5.00	4.00	2.00 1	0.75	1
Starter Deck		9.95	8.95	7.99	4		Helm of Possession	R	7.00	5.50	3.00	3		Precognition	R	5.00	4.00	1.75	1		Time Warp	R	20.00	14.00	4	0.75	1
Starter Display		99.95	89.00	75.00	4		Horned Sliver	U	2.00	1.00	0.50	1		Propaganda	U	2.50	2.00	0.75	1		Tooth and Claw	R	4.00	3.00	1.75 1		ı
Typical Common	31	0.25	0.10	0.10	0	0.05	Humility	R	8.00	6.00	3.00	3		Puppet Strings	U	2.00	1.00	0.50	1		Torture Chamber	R	5.00	3.00	1.75 2		1
		2006					Imps' Taunt	U	1.50	1.00	0.50	1		Quickening Licid	U	1.00	1.00	0.50		0.25	Tradewind Rider	R	17.00	10.00	5.00 5		4
Abandon Hope	U	\$2.00	\$1.00	\$0.50	1		Insight	U	1.00	0.90	0.50	1	0.13	Rain of Tears	U	2.00	1.15	0.75	1	0.15	Trumpeting Armodon	U	1.00	1.00	0.50 1	0.21	4
Aftershock	C	0.50	0.15	0.05	0	0.10	Interdict	U	3.00	1.00	0.50	1		Ranger en-Vec	U	1.50	1.00	0.50	1		Unstable Shapeshifter	R	5.50	4.00	1.75 1		4
Altar of Dementia	R	6.00	5.00	2.50	2		Intuition	R	6.00	5.00	2.50	3		Rathi Dragon	R	12.00	10.00	5.00	4		Vec Townships	U	1.50	1.00	0.50 1		4
Aluren	R	7.00	5.05	3.00	2		Invulnerability	U	1.50	1.00	0.50	1	0.11	Reanimate	U	1.50	1.00	0.50	1	0.13	Verdant Force	R	8.00	7.00	4.00 4	0.76	1
Ancient Runes	U	1.00	1.00	0.50	1		Jackal Pup	U	2.00	1.00	0.75	2		Reap	U	1.00	1.00	0.50	1		Verdigris	U	1.00	1.00	0.50	0.11	ı
Ancient Tomb	U	2.00	1.00	0.50			Jet Medallion	R	6.00	5.00	3.00	2		Reckless Spite	U	1.50	1.00	0.50	1	0.25	Vhati il-Dal	R	5.00	3.99	2.00 1	0.01	4
Angelic Protector	U	1.00	1.00	0.50			Jinxed Idol	R	5.00	4.00	2.00	2		Recycle	R	6.00	5.00	3.00	2	0.05	Warmth	U	2.00	1.00	0.50		4
Apes of Rath	U	1.50	1.00	0.50			Kezzerdrix	R	5.00	3.00	1.00			Reflecting Pool	R	15.00	11.50	6.99	5	1.50	Wasteland	U	3.00	2.00	0.75		ı
Apocalypse	R	6.00	5.00	2.50			Kindle	C	0.50	0.25	0.05			Renegade Warlord	Ü	1.00	1.00	0.50	1	0.25	Watchdog	U	2.00	1.00	0.50		1
Armor Sliver	II	1.50	1.00	0.50			Knight of Dawn	U	2.00	1.00	0.50		0.29	Repentance	U	1.50	1.00	0.50	1		Whim of Volrath	R	6.00	4.00	1.75		i
	R	4.00	3.00	2.00			Knight of Dusk	U	2.00	1.00	0.50		J.E.	Rolling Thunder	C	0.50	0.25	0.05	n		Whispers of the Muse	II	2.00	1.00	0.50		
Auratog	K	4.00	3.00	2.00	'		, Killylit of Dusk	0	2.00	1.00	0.00			Numing munuer	0	0.00	0.20	0.00			Trinspers of the muse	-	2.00		0.00		١

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Item		High	Med	Low 1	rr ·	/	Item		High	Med	Low T	R +/		Item		High	Med	Low T	3 +/-	Item	-	ligh	Med	Low 1	R
Wild Wurm Wind Dancer Winds of Rath Winged Sliver Winter's Grasp Wood Sage Worthy Cause Complete Set Booster Display Booster Pack Typical Common Acidic Sliver Amok Awakening Bandage Bottomless Pit Brush with Death Bullshiin		1.00 1.50 6.00 0.50 2.00 4.00 1.00 \$185.00 3.00 0.25 \$2.00 4.00 7.00 0.25 \$2.00 0.35 1.00		\$85.00 75.00 2.50 0.10 \$0.50 1.00	1 1 2 2 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1.13 1.10 1.06 1.53	Hornet Cannon Intruder Alarm Invasion Plans Jinxed Ring Lab Rats Lancers en-Kor Leap Lowland Basilisk Mana Leak Mask of the Mimic Megrim Mind Games Mind Peel Mindwarper Mob Justice Mogg Bombers Mogg Flunkies Mogg Infestation Mogg Maniac Morque Thrull Mortuary Mox Diamond		1.50 5.00 4.00 0.35 1.00 0.25 0.35 0.50	1.00 4.00 3.00 0.10 1.00 0.10 0.10 0.10 0.10 0	0.50 0.10 0.10 0.10 0.50 0.50 0.10 0.50 1.00	11 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	03 225 03 113 110 02	Tempting Licid Thalakos Deceiver Tidal Surge Tidal Warrior Tortured Existence Venerable Monk Verdant Touch Victual Silver Volrath's Cardens Volrath's Laboratory Volrath's Shapeshiter Volrath's Stronghold Walking Dream Wall of Blossoms Wall of Sesence Wall of Sesence Wall of Souls Wall of Sesence Wall of Souls Wall of Tears Warrior Angel Warrior Angel Warrior Angel	URCCCCRURRRRUUUUURUC	1.00 0.25 0.25 0.25 0.25 5.00 2.00 5.00 5	1.00 0.10 0.10 0.10 0.10 0.10 4.00 4.00	0.50 1.75 0.10 0.10 0.10 1.00 0.50 1.00 2.00 4.00 0.50 0.75 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.75 0.50 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.50 0.75 0.75 0.50 0.75 0.50 0.75	0.02	Sonic Burst Soul Warden Spellbook Spletshock Splets Cannibal Spike Rogue Spike Rogue Spike Weaver Survival of the Fittest Thalakas Drifters Thopter Squadron Transmogrifying Licid Treasure Hunter Treasure Trove Volrath's Dungeon Wall of Nets Workhorse Zealots en-Dal	CCUURURURRRRUUURRRU	0.50 0.30 1.00 1.50 5.20 1.50 5.00 1.25 8.00 9.00 5.00 1.00 1.00 1.50 5.00 5.00	0.25 0.20 1.00 1.00 4.00 1.00 3.13 1.00 5.00 6.00 3.20 3.00 1.00 4.00 4.00 4.00	0.05 0.05 0.50 0.50 0.50 2.00 0.50 0.50	0 1 1 1 1 2 1 5 5 3 1 1 1 1 1 1 1 1 1 1 1
Burgeoning Calming Licid	RU	5.00	3.90 1.00	1.00 0.50	1).05).38	Mulch Nomads <i>en-</i> Kor	CC	0.35 0.25	0.10 0.10	0.10 0.10	0	.03	Complete Set Booster Display	×	\$175.00\$ 100.00	\$140.00 89.00	\$85.00 75.00		Complete Set Booster Display Booster Pack Starter Display Starter Deck		107.20 3.00 117.00 10.00	\$250.00 \$ 90.00 2.99 97.98 9.99	75.00 2.69 80.00 8.95	3 2 3 2
NEUTRA David Do			OK.	υ <u> </u>	A	<u> </u>	WIA (50	υт	HE	A5	Т		Booster Pack Typical Common Carnophage Cartographer Cataclysm	CUR	3.00 0.25 \$0.50 1.00 12.00	2.99 0.13 \$0.25 1.00 8.00	2.50 0.05 \$0.05 0.50 5.00	1	Typical Common Absolute Grace Absolute Law Abundance Abyssal Horror	UURR	\$2.00 2.00 8.00 5.00	\$1.00 1.00 5.00 4.00	\$0.50 0.50 3.00 2.00	1 1 4 2

Most players enjoy the Sixth Edition rules.

The changes add more depth, especially to Limited play, and make creatures more powerful under the new combat rules.

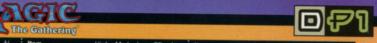
The Rath Cycle leaving Standard may be hard for a lot of players to swallow-many strong deck types will disappear and critical cards in other decks will be gone, too. Masques needs to be a very good set in order to make sure the Rath Cycle cards are not missed too much.

		10000									2 30%		
Cannibalize	C	0.25	0.10	0.10	0		Overgrowth	C	0.25	0.10	0.10	0	
Cardassid	R	5.00	3.45	1.00	1	0.05	Portcullis	R	6.00	4.00	2.00	3	
Change of Heart	C	0.25	0.10	0.10	0		Primal Rage	U	1.29	1.00	0.50	1	
Cloud Spirit	C	0.25	0.10	0.10	0		Provoke	C	0.25	0.10	0.10	0	
Constant Mists	U	1.50	1.00	0.50	2		Pursuit of Knowledge	R	9.00	6.80	3.00	2	
Contemplation	U	1.00	1.00	0.50	1	0.25	Rabid Rats	C	0.25	0.10	0.10	0	
Contempt	C	0.35	0.10	0.10	0		Ransack	U	1.00	1.00	0.50	1	0.25
Conviction	C	0.25	0.10	0.10	0		Rebound	U	1.25	1.00	0.50	1	
Convulsing Licid	U	1.00	1.00	0.50	1	0.38	Reins of Power	R	6.00	4.00	1.75	1	
Corrupting Licid	U	1.00	0.88	0.50	1	0.13	Revenant	R	6.00	4.13	2.00	2	
Craven Giant	C	0.25	0.10	0.10	0		Rolling Stones	R	6.00	4.00	1.75	1	
Crossbow Ambush	C	0.25	0.10	0.10	0		Ruination	R	6.00	4.25	2.00	1	
Crovax the Cursed	R	6.00	4.00	2.00	2		Sacred Ground	R	6.00	4.00	2.00	2	
Crystalline Sliver	U	3.00	1.75	1.00	1		Samite Blessing	C	0.25	0.10	0.10	0	
Dauthi Trapper	U	1.00	0.88	0.50	1	0.13	Scapegoat	U	1.00	0.88	0.25	1	0.23
Death Stroke	C	0.25	0.10	0.10	0		Seething Anger	C	0.25	0.10	0.10	0	
Dream Halls	R	6.50	4.00	2.50	2	0.25	Serpent Warrior	C	0.25	0.10	0.10	0	
Dream Prowler	C	0.25	0.10	0.10	0		Shaman en-Kor	R	5.00	3.65	1.00	1	0.35
Duct Crawler	C	0.25	0.10	0.10	0		Shard Phoenix	R	8.00	6.00	4.00	4	
Dungeon Shade	C	0.25	0.10	0.10	0		Shifting Wall	U	1.00	1.00	0.50	1	
Elven Rite	U	1.00	1.00	0.50	1	0.13	Shock	C	0.50	0.25	0.10	0	0.12
Endangered Armodon	C	0.35	0.10	0.10	0		Sift	C	0.25	0.10	0.10	0	
Ensnaring Bridge	R	8.00	5.50	4.00	4	0.50	Silver Wyvern	R	7.00	5.00	2.50	3	
Evacuation	R	5.50	4.00	2.00	2		Skeleton Scavengers	R	4.00	3.00	1.00	1	
Fanning the Flames	U	2.00	1.00	0.50	1		Skyshroud Archer	C	0.25	0.10	0.10	0	0.02
Flame Wave	U	2.00	1.00	0.50	1		Skyshroud Falcon	C	0.25	0.10	0.10	0	0.02
Fling	C	0.50	0.25	0.10	0	0.01	Skyshroud Troopers	C	0.25	0.10	0.10	0	
Flowstone Blade	C	0.25	0.10	0.10	0		Sliver Queen	R	12.00	10.00	6.00	4	
Flowstone Hellion	U	1.00	1.00	0.50	1		Smite	C	0.25	0.14	0.10	0	0.02
Flowstone Mauler	R	4.99	3.00	1.00	1		Soltari Champion	R	6.00	4.00	2.50	2	
Flowstone Shambler	C	0.25	0.10	0.10	0		Spike Breeder	R	5.00	3.00	1.00	1	
Foul Imp	C	0.25	0.10	0.10	0		Spike Colony	C	0.35	0.14	0.10	0	
Furnace Spirit	C	0.25	0.10	0.10	0		Spike Feeder	U	3.00	1.50	0.50	2	
Gliding Licid	U	1.00	1.00	0.50	1	0.13	Spike Soldier	U	2.00	1.00	0.50	1	
Grave Pact	R	6.00	5.00	2.00	2		Spike Worker	C	0.25	0.10	0.10	0	0.02
Hammerhead Shark	C	0.25	0.10	0.10	0		Spindrift Drake	C	0.35	0.10	0.10	0	0.02
Heartstone	U	1.00	1.00	0.50	1		Spined Sliver	U	2.00	1.00	0.50	1	
Heat of Battle	U	1.25	1.00	0.50	1	0.25	Spined Wurm	C	0.25	0.10	0.10	0	0.02
Hermit Druid	R	5.00	4.00	2.00	3		Spirit en-Kor	C	0.25	0.10	0.10	0	
Hesitation	U	1.50	1.00	0.50	1	0.25	Spitting Hydra	R	5.00	3.75	1.00	2	0.25
Hibernation Sliver	U	2.00	1.00	0.50	1		Stronghold Assassian	R	6.00	4.60	2.00	3	
Hidden Retreat	R	5.00	3.00	1.75	1		Stronghold Taskmaster	U	1.00	0.75	0.50	1	
Honor Guard	C	0.25	0.10	0.10			Sword of the Chosen	R	4.00	3.00	1.00	0	
Horn of Greed	R	5.00	4.00	2.00	1		Temper	U	1.75	1.00	0.50	1	

Typical Common		0.25	0.13	0.05	0	0.03				Marie II			
		**	***	***		Leg 6	Proporate diago	U	\$2.00	\$1.00	\$0.50	1	
Carnophage		\$0.50	\$0.25	\$0.05	0	1		U	2.00	1.00	0.50	1	0.00
Cartographer L	R	1.00	1.00	0.50 5.00	5	00		R R	8.00 5.00	5.00	3.00	4 2	0.63
	R	5.00	4.00	2.99	2			K U	2.00	1.00	0.50	1	
	R	10.00	6.00	4.00	3			U	2.00	1.00	0.50	1	
	R	5.00	4.00	1.75	1	0.25		U	2.00	1.00	0.50	1	
	U	1.00	1.00	0.50	1			U	1.50	1.00	0.50	1	
Curiosity	U	2.00	1.00	0.50	1			R	7.00	4.99	3.00	3	
pagen eathinger	U	2.00	1.00	0.50	1			R	5.00	4.00	2.00	2	
	U	2.00	1.00	0.50	1		Arc Lightning	C	0.29	0.15	0.05	0	
	R	6.00	5.00	3.00	4	0.15	Arcane Laboratory	U	2.50	1.00	0.50	2	
	U R	1.00	1.00	0.50	1	0.15	Argothian Elder Argothian Enchantress	UR	7.00	1.00 5.00	3.00	3	
	R	5.00	4.00	1.75	2		Argothian Wurm	R	7.00	5.00	3.00	3	
	R	7.20	5.00	3.00	2	0.13	Attunement	R	6.00	3.00	2.00	2	1.00
	R	6.00	4.50	2.00	2	0.50	Back to Basics	R	6.00	4.00	2.00	2	
Ertai, Wizard Adept 6	R	10.00	8.00	5.00	3			R	7.00	5.00	3.00	2	
	R	7.00	5.00	2.50	2		Barrin's Codex	R	6.00	3.25	1.75	2	
	R	4.50	3.00	1.00	1		Bedlam	R	5.00	4.00	2.00	1	
	U	1.00	1.00	0.50	1	10	Bereavement	U	1.50	1.00	0.50	1	
	U	2.00	1.00	0.50	2		Blanchwood Armor	U	1.50	1.00	0.50	1	0.01
	U R	9.00	1.00 7.00	4.00	4		Blasted Landscape Brand	R	5.00	3.00	1.50	2	0.01
	U	1.00	1.00	0.50	1		Bull Hippo	U	1.50	1.00	0.50	1	
	Ŭ	1.25	1.00	0.50	1		Bulwark	R	5.00	3.00	1.50	2	1.00
	U	1.75	1.00	0.50	1		Carpet of Flowers	U	2.00	1.00	0.50	1	
	U	1.00	1.00	0.50	1		Catastrophe	R	10.00	6.00	3.00	3	
	U	1.00	1.00	0.50	1		Cathodion	U	2.00	1.00	0.50	1	
	U	1.00	1.00	0.50	1		Child of Gaea	R	8.00	5.00	4.00	3	
	U	2.00	1.00	0.50	1		Chimeric Staff	R	6.00	4.62	3.00	2	0.13
	R	7.00	5.00	2.00 0.50	1		Citanul Centaurs	R	6.00	4.55 4.00	3.00	4 2	0.44
	U R	5.00	3.13	1.75	1		Citanul Flute Citanul Hierophants	R	5.00	4.00	2.00	2	
	U	1.00	1.00	0.50	1		Claws of Gix	Ü	2.00	1.00	0.50	2	
	R	7.00	4.50	2.00	1	0.50	Clear	U	1.50	1.00	0.50	1	
	U	1.50	1.00	0.50	1		Confiscate	U	2.00	1.00	0.50	1	
	R	8.00	5.00	2.50	2		Contamination	R	6.75	4.00	2.00	2	
	R	5.00	4.00	1.75	3		Copper Gnomes	R	5.00	3.00	1.75	2	
	U	1.00	1.00	0.50	1		Cradle Guard	U	2.00	1.00	0.50	1	
	R	7.20	5.00	3.00	3	0.01	Crater Hellion	R	8.00 1.50	5.95	3.00	3	
	U	1.00	1.00	0.50	1	0.01	Crazed Skirge	U	1.50	1.00	0.50	1	
	R	2.00	1.00	0.50	1		Crosswinds Crystal Chimes	U	2.00	1.00	0.50	1	
	R	8.00	6.00	4.00	3		Dark Hatchling	R	6.00	4.00	2.00	3	
	R	12.00	8.00	3.75	4		Darkest Hour	R	5.00	4.00	2.00	2	
	R	6.00	4.00	2.50	4		Defensive Formation	U	1.50	1.00	0.50	1	
	R	5.00	4.00	2.00	1		Destructive Urge	U	1.50	1.00	0.50	1	
	R	5.00	3.00	1.50	1		Diabolic Servitude	U	2.00	1.00	0.50	1	
	R	5.00	4.00	3.00	1		Discordant Dirge	R	5.00	4.00	1.75	2	
	R	5.00	4.00	2.00	2 5		Disorder	U	2.00	1.00	0.50	1	
	R R	8.50	6.00	3.95	3		Douse Dragon Blood	U	1.50	1.00	0.50	1	
	K	1.00	1.00	0.50	1		Drifting Djinn	R	7.00	4.75	3.00	4	0.25
	U	1.29	1.00	0.50			Duress	C	0.50	0.15	0.05	0	0.20
	U	1.25	1.00	0.50			Eastern Paladin	R	5.00	4.00	2.50	2	
	U	1.00	1.00	0.50			Electryte	R	5.00	4.00	1.50	2	0.02
Pit Spawn	R	7.00	5.00	2.50	1		Elite Archers	R	5.00	4.00	1.75	2	
	R	6.00	4.00	2.00			Enchantment Alteration		1.50	1.00	0.50	1	
	U	2.00	1.00	0.50		0.40	Endless Wurm	R	8.00	6.00	3.50	3	
	RU	5.00	3.88	1.75 0.50		0.10	Endoskeleton	UR	1.50 6.75	1.00 5.00	0.50 3.00	1 3	
	R	8.00	5.00	3.00			Energy Field Exhaustion	U	2.00	1.00	0.50	1	
	U	1.00	1.00	0.50			Exploration	R	7.00	4.00	3.00	2	0.25
	U	1.00	1.00	0.50			Faith Healer	R	5.00	3.00	1.75	2	0.20
	U	1.50	1.00	0.50			Fault Line	R	6.00	5.00	3.00	3	
	Ü	1.25	1.00	0.50			Fecundity	U	1.50	1.00	0.50	1	
	R	6.00	5.00	3.00	-		Fire Ants	U	1.50	1.00	0.50	1	
	U	1.00	1.00	0.50			Flesh Reaver	U	1.50	1.00	0.50	1	
,	U	1.25	1.00	0.50			Fluctuator	R	6.00	4.00	2.00	2	
	R	5.00	4.00	1.00			Fog Bank	U	2.00	1.00	0.50	1	1.00
	U	1.75	1.00 0.20	0.50			Gaea's Cradle Gaea's Embrace	RU	14.00	8.00 1.00	4.00 0.50	4	1.00
	U	1.00	1.00	0.50		0.01	Gamble	R	6.00	4.38	2.00	2	0.38
July of Sciently		1.00	1.00	0.00		0.01	Juliun	**	0.00	4.00	2.00	-	0.00

0.20

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Item		High	Med	Low	TR	+/-	Item		High	Med	Low	TR	+/-	Item		High	Med	Low TR	+/	Item	-	High	Med	Low T	R +/	
Gilded Drake	R	6.00	4.00	2.00	3		Sporogenesis	R	5.00	3.00	1.50	2		Hidden Gibbons	R	6.00	4.00	2.50 3		Telian Communication						
Glorious Anthem	R	8.00	5.00	3.00	3	0.98	Spreading Algae	U	1.50	1.00	0.50			Hope and Glory	U	1.50	1.00	0.50 1		Ticking Gnomes Tinker	U	2.00	1.00	0.40	1	
Goblin Cadets	U	1.50	1.00	0.50	1		Steam Blast	U	2.00	1.00	0.50			Impending Disaster	R	8.75	5.00	2.50 3			U	1.50	1.00	0.40	1	- 80
Goblin Lackey	U	2.00	1.00	0.50	1		Stern Proctor	U	1.50	1.00	0.50			Intervene	C	0.75	0.24	0.10 0	0.01	Treacherous Link	U	1.50	1.00	0.50	1	
Goblin Offensive	U	2.00	1.00	0.50	1		Stroke of Genius	R	18.00	10.00	5.00			Iron Maiden	R	6.00	4.00		0.01	Treefolk Mystic	C	0.50	0.23	0.10	0.0	3
Grafted Skullcap	R	6.00	4.00	1.75	2		Sulfuric Vapors	R	5.00	3.00	1.75		0.48	Jhoira's Toolbox	U	1.50	1.00	1.75 3 0.49 1		Treetop Village	U	2.00	1.00	0.50	1	- 6
Great Whale	R	7.00	5.00	3.00	4		Sunder	R	6.75	4.49	3.00		0.40	Karmic Guide	R	7.50	5.00			Unearth	C	0.35	0.20	0.10	0.0	3
Greater Good	R	5.00	4.00	2.00	2		Tainted Ather	R	5.00	4.00	1.75			King Crab	U	1.50		2.50 3		Urza's Blueprints	R	6.00	4.00	2.00	2	
Greener Pastures	R	5.00	4.00	2.00	2		Telepathy	Ü	1.50	1.00	0.50			Knighthood	U	1.50	1.00	0.49 1		Viashino Bey	C	0.35	0.20		0.0	3
Guma	U	1.50	1.00	0.50	1		Temporal Aperture	R	6.75	4.25	3.00			Last-Ditch Effort			1.00	0.40 1		Viashino Cutthroat	U	1.74	1.00	0.50	1	
Hawkeater Moth	U	1.50	1.00	0.50	1		Thran Quarry	R	12.00	8.00	5.00			Last-Ditch Effort	U	1.50	1.00	0.50 1		Viashino Heretic	U	1.50	1.00	0.40	1	
Herald of Serra	R	7.00	4.97	3.00		0.03	Thran Turbine	II	1.50	1.00	0.50			Lava Axe Levitation	L	0.50	0.25	0.10 0		Viashino Sandscout	C	0.35	0.24	0.10	0.0	
Hermetic Study	C	0.29	0.13	0.05		0.03	Thundering Giant	U	1.50	1.00	0.50			Levitation Lone Wolf	U	1.50	1.00	0.40 1		Vigilant Drake	C	0.35	0.20	0.10	0.0	3
Hibernation	U	2.00	1.00	0.50		0.00	Time Spiral	R	20.00	14.00	5.00				U	2.00	1.00	0.50 1		Walking Sponge	U	1.50	1.00	0.40	1	- 89
Hidden Ancients	U	1.50	1.00	0.50			Titania's Boon	U	1.50	1.00	0.50			Lurking Skirge	R	5.00	4.00	1.00 3	0.13	Weatherseed Elf	C	0.35	0.20	0.10	0.0	3
Hidden Guerrillas	U	1.50	1.00	0.50		4000	Titania's Chosen	U	2.00	1.00	0.50			Martyr's Cause	U	1.50	1.00	0.49 1		Weatherseed Faeries	C	0.35	0.20	0.10	0.0	3
Hidden Herd	R	5.00	3.00	1.50			Tolarian Academy	R	12.00	7.00	3.00			Memory Jar	R	7.00	4.00	2.00 4	0.99	Weatherseed Treefolk	R	8.00	6.00	3.00	1.0	0
Hidden Predators	R	5.00	3.00	1.50			Torch Song	U	2.00	1.00	0.50			Might of Oaks	R	8.50	6.00	4.00 5		Wheel of Torture	R	5.00	4.00	1.00	2	- 88
Hidden Stag	R	5.00	3.00	1.75			Treefolk Seedlings	U	1.50	1.00				Miscalculation	C	0.50	0.20	0.10 0	0.05	Wing Snare	U	1.50	1.00	0.40		- 83
Hopping Automaton	Ü	1.50	1.00	0.50			Turnabout	U	2.00	1.00	0.50			Molten Hydra	R	6.00	4.00	2.00 3		Yavimaya Granger	C	0.35	0.20	0.10	1	- 80
Humble	II	2.00	1.00	0.50	1		Umbilicus	R	6.00	4.00	0.50			Mother of Runes	U	2.00	1.00	0.50 1		Yavimaya Scion	C	0.35	0.20	0.10	1	
III-Gotten Gains	R	6.00	4.00	3.00	3	0.75	Urza's Armor	K U			2.00			Multani, Maro-Sorcerer	r R	12.00	8.00	3.00 5	0.99	Yavimaya Wurm	C	0.35	0.22	0.10	0.0	2
Imaginary Pet	R	5.00	4.00	1.75	2	0.75			1.50	1.00	0.50			Multani's Acolyte	C	1.00	0.25	0.10 0			- 8	1000				-
Intrepid Hero	R	5.00	4.00	2.00	2	0.30	Vampiric Embrace Vebulid	U	2.00	1.00	0.50			Multani's Presence	U	1.50	1.00	0.40 1				100	_			_
Jagged Lightning	Ü	2.00	1.00	0.50	1			R	5.00	3.00	1.75			No Mercy	R	9.00	5.50	4.00 4	0.50	URZE	ч.	ᆚ	-E	3 A J	⊑Υ	100
Karn, Silver Golem	R	6.00	4.99	3.45	2		Veiled Apparition	U	1.50	1.00	0.50			Opal Avenger	R	5.00	3.63	1.75 2	0.63	(F01L	-	<u>5 L</u>	<u> 18</u>	5 €'	<u>「)</u>	
Lay Waste	C	0.50	0.15	0.05			Veiled Crocodile	R	5.00	3.00	1.75			Opal Champion	C	0.35	0.20	0.10 0		Complete Set	2	2.200	\$1,900	\$1.500 5		
Lifeline	R	10.00	6.00	4.00	4	0.50	Veiled Sentry	U	2.00	1.00	0.50			Opportunity	U	2.00	1.00	0.50 1		Typical Common	- 8	5.00	2.25	1.00	0.79	5
Lightning Dragon	R	10.00	6.73	4.00	4	0.50	Vernal Bloom	R	5.00	4.00	2.00			Ostracize	C	0.50	0.24	0.10 0	0.01		- 8				0.11	
Lilting Refrain	II.	1.50	1.00	0.50	4	0.27	Viashino Sandswimmer	R	5.00	3.00	1.75			Palinchron	R	12.00	7.00	3.00 5		Angel's Trumpet	U S	10.00	\$5.50	\$2.00 5	2.00	
Lingering Mirage	U	1.50	1.00		!		Victimize	U	2.00	1.00	0.50			Parch	C	0.50	0.25	0.10 0		Anthroplasm		27.00	12.50	5.00 5	4.00	
Lotus Blossom	R	7.00	5.00	0.50	1		Vile Requiem	U	2.00	1.00	0.50			Peace and Quiet	U	1.50	1.00	0.40 1		Archivist		25.00	15.00	5.00 5		
Lurking Evil			4.00	3.00	3		Voice of Grace	U	1.50	1.00	0.50					200000		2000			. 10	20.00	10.00	0.00	1.00	
Mana Leech	R	5.00	1.00	2.00	2		Voice of Law	U	1.50	1.00	0.50	1														
Meltdown	U			0.50	!		Voltaic Key	U	2.00	1.00	0.50	1		The Late of the La						DCC DC	-	110	-			
Metrognome	R	2.00	1.00	0.50	1		Vug Lizard	U	1.50	1.00	0.50	1								BCS BO	U	K5	& (LON	ICS	
Midsummer Revel	K	5.00	4.00	2.00	2	700	Wall of Junk	U	2.00	1.00	0.50	1	11-20						-							
Mishra's Helix	K	6.00	4.00	2.00	2		War Dance	U	1.50	1.00	0.50	1	130													
MISHLS 2 LEHY	R	0.75	5.00	2.50	4		Waylay	11	2.00	1.00	O.FO															

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Windfall

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Yawgmoth's Edict

Yawgmoth's Will Zephid

Zephid's Embrace

Complete Set

Booster Display

Typical Common

Angel's Trumpet

Avalanche Riders

Beast of Burden

Blessed Reversal

Bone Shredder

Bouncing Beebles

Brink of Madness

Burst of Energy

Cloud of Faeries

Crawlspace

Crop Rotation

Damping Engine

Darkwatch Elves

Defense Grid

Defender of Chaos

Defense of the Heart

Deranged Hermit

Engineered Plague

Expendable Troops

Faerie Conclave

Fleeting Image

Forbidding Wate

Frantic Search

Ghitu Encampme Ghitu Fire-Eater

Ghitu War Cry

Goblin Medics

Goblin Welder

Granite Grip

Grim Monolith

nonic Convergence U

Giant Cockroach

Gang of Elk

Fog of Gnats

Devout Harpist

Eviscerator

Delusions of Mediocrity R

About Face

Anthroplasm

Aura Flux

Mobile Fort

Morphling

Monk Idealist

Noetic Scales

Onal Acrolith

Opal Titan

Oppression

Outmaneuver

Pariah

Parasitic Bond

Peregrine Drake

Persecute Phyrexian Colossus

Phyrexian Processor

Presence of the Master U

Phyrexian Tower

Planar Birth

Planar Void

Priest of Gix

Priest of Titania

Purging Scythe

Reclusive Wight

Remembrance

Rain of Salt

Redeem

Retaliation

RnP:Artifacts

RoP:Black

RoP:Lands

Rumbling Crescendo

Sanctum Guardian

Sandbar Serpent

Sanguine Guard

Seasoned Marshal

Serra's Embrace

Scoria Wurm

Serra Avatar

Serra's Hymn

Serra's Sanct

Shivan Gorge

Shivan Hellkite

Shivan Raptor

Shiv's Embrace

Skirge Familian

Sleeper Agent

Smokestack

Sneak Attack

Songstitcher

Soul Sculpton

Spined Fluke

Serra's Liturgy

Shimmering Barrier

RoP:Red

Opal Archangel

Order of Yawgmoth

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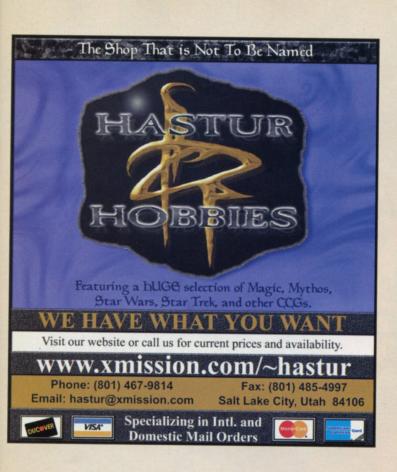
Opinions vary wildly about the Sixth Edition rules some players really hate them and some like them, whereas some of the casual players did not even notice the difference.

Many players here don't mind some of their cards leaving Standard, mostly because they are used to it. They've seen it happen before with Mirage and Ice Age block cards, and understood it would happen when buying those boosters.

								A STATE OF THE STA				
	Phyrexian Broodlings	C	0.35	0.20	0.10	0		Aura Flux C	6.00	2.75	1.00 4	0.25
0.51	Phyrexian Debaser	C	0.35	0.20	0.10	0		Avalanche Riders U	100000		3.00 5	
	Phyrexian Defiler	U	1.50	1.00	0.49	1		Beast of Burden R			5.00 5	
	Phyrexian Denouncer	C	0.35	0.20	0.10	0		Blessed Reversal R			5.00 5	
	Phyrexian Plaguelord	R	5.00	4.00	1.00	2		Bloated Toad U			3.00 5	
	Phyrexian Reclamation	U	2.00	1.00	0.40	1		Bone Shredder U			3.00 5	
	Plague Beetle	C	0.35	0.20	0.10	0	0.03	Bouncing Beebles C			1.00 4	1100
	Planar Collapse	R	8.00	5.50	4.00	4		Brink of Madness R			5.00 5	
0.03	Purify	R	6.00	4.00	1.00	2		Cessation C	6.00	2.25	1.00 4	0.75
	Pygmy Pyrosaur	C	0.35	0.20	0.10	0	0.03	Cloud of Faeries C	6.00	3.48	1.00 4	0.73
0.03	Pyromancy	R	10.00	6.00	3.00	3	0.62	Crawlspace R	21.00	12.00	5.00 5	3.00
	Quicksilver Amulet	R	8.00	5.00	4.00	3		Crop Rotation C	6.00	3.00	1.00 4	3.00
	Rack and Ruin	U	1.50	1.00	0.25	1		Damping Engine R	20.00	14.00	6.25 5	2.50
0.03	Radiant, Archangel	R	10.00	7.00	3.00	5		Darkwatch Elves U	12.00	6.00	3.00 5	1.50
0.03	Radiant's Dragoons	U	2.00	1.00	0.40	1		Defender of Chaos C	6.00	3.00	1.00 4	1.00
	Radiant's Judgment	C	0.35	0.20	0.10	0		Defender of Law C	6.00	2.75	1.00 4	0.25
0.25	Rancor	C	0.50	0.25	0.10	0		Defense Grid R	40.00	15.00	5.00 5	5.00
	Rank and File	U	1.50	1.00	0.50	1		Defense of the Heart R	40.00	20.00	7.00 5	5.00
	Raven Familiar	U	2.00	1.00	0.40	1		Delusions of Mediocrity R	25.00	16.00	5.00 5	0.00
	Rebuild	U	1.50	1.00	0.49	1		Deranged Hermit R	40.00	20.00	6.00 5	
	Repopulate	C	0.50	0.25	0.10	0		Devout Harpist C	6.00	3.00	1.00 4	
	Ring of Gix	R	10.00	7.50	4.00	5	0.50	Engineered Plague U	15.00	8.00	3.00 5	
	Rivalry	R	6.00	4.00	1.00	2		Eviscerator R	25.00	12.00	5.00 5	3.00
0.03		R	5.00	3.00	1.75	2	1.00	Faerie Conclave U	15.00	8.00	2.00 5	2.00
		R	12.00	7.00	1.75	5		Fleeting Image R	29.00	13.50	5.00 5	6.50
		R	8.00	6.00	3.00	4		Fog of Gnats C	6.00	2.25	1.00 4	0.75
0.05	Silk Net	C	0.35	0.20	0.10	0	0.03	Forbidding Watchtower U	15.00	8.00	2.00 5	2.00
		C	0.50	0.25	0.10	0	0.03	Frantic Search C	9.00	3.00	1.00 4	1.00
0.03		C	0.35	0.20	0.10	0		Gang of Elk U	10.00	5.75	3.00 5	1.25
		C	0.35	0.20	0.10	0		Ghitu Encampment U	14.00	7.00	2.00 5	3.00
200		C	0.35	0.20		0	0.03	Ghitu Fire-Eater U	10.00	5.50	2.00 5	1.50
		U	2.00	1.00	0.50	1		Ghitu Slinger C	7.00	3.00	1.00 5	
		R	6.00	4.00		2		Ghitu War Cry U	10.00	5.50	2.00 5	1.50
0.03		U	1.50	1.00	0.40	1		Goblin Welder R	25.00	12.00	4.00 5	3.00
0.05		U	1.50	1.00		1		Granite Grip C	6.00	2.75	1.00 4	0.25
		C	0.35	0.20		0	0.03	Grim Monolith R	35.00	15.00	3.75 5	
0.03		R	7.95	5.00		2		Harmonic Convergence U	10.00	5.00	2.00 5	2.00
		U	2.00	1.00	0.50	1	200	Hidden Gibbons R	35.00	15.00	5.00 5	2.98
	Thran Weaponry	R	5.00	4.00	1.50	2	3.27	Hope and Glory U	10.00	5.50	3.00 5	2.00
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Item	High	Med	Low	TD +/	: Ham	High	Mari	-		he Gathering									
	High		Low		Item	High	Med	Low T	H 7/	Item	High	Med	Low T	3 +/-	Item	High N	Med	Low TR	+/-
Impending Disaster F			7.00	-	Brass Secretary U		1.00	0.40			2.00		0.50		Opalescence R	22.95	17.50	4.00 5	
Intervene (1.00 5.00	5 1.50	Brine Seer U Bubbling Beebles C		1.00 0.13	0.50			2.00		0.49		Opposition R		20.00	8.00 4	
Jhoira's Toolbox		6.50	3.00	5 0.50	Bubbling Muck C		0.13	0.10			2.00 C 0.50		0.50 2		Pattern of Rebirth R Phyrexian Monitor C	30.00 5.00	21.48	7.00 4	
Karmic Guide F	35.00			5 2.50	Caltrops U		1.00	0.50		Storage Matrix			2.50		Phyrexian Negator R	30.00	19.99	8.00 4	
King Crab L		5.50		5 1.50	Capashen Knight C		0.13	0.10		Taunting Elf (0.50	0.13	0.10	0.07	Plague Dogs U	8.95	5.00	4.00 4	
Knighthood L Last-Ditch Effort L		5.00 5.98		5 2.00 5 1.03	Capashen Standard C		0.13		0 0.03		0.50		0.10		Plated Spider C	5.00	2.99	2.00 4	
Levitation L		5.50		5 1.50	Capashen Templar C Carnival of Souls R		0.13 4.00	0.10		Temporal Adept F Tethered Griffin F			3.00 3		Plow Under R Powder Kea R	25.00	19.99	8.00 4	2100
Lone Wolf L		5.50		5 1.00	Chime of Night C		0.13	0.10		Thieving Magpie			0.50		Powder Keg R Private Research U	40.00	20.00	5.00 4 4.00 4	
Lurking Skirge F		12.00		5 3.00	Cinder Seer U		1.00	0.50		Thorn Elemental			4.50		Quash U	30.00	6.00	5.00 4	
Martyr's Cause		5.00		5 2.00	Colos Yearling C		0.13		0 0.03	Thran Dynamo L			0.50 1		Rapid Decay R	25.00	18.00	8.00 4	
Memory Jar F Might of Oaks F		15.00 25.00		5 5.00 5 5.00	Compost U Covetous Dragon R		1.00 5.97		1 0.00	Thran Foundry U			0.40 1		Ravenous Rats C	5.00	3.00	2.00 4	0.00
Miscalculation (3.00		4 1.00	Covetous Dragon R Disappear U		1.00	4.00 0.40		Thran Golem F Tormented Angel (2.95 4 0.10 0	0.03	Rayne, Acad. ChancellorR Religuary Monk C	40.00	20.00	7.00 4	4.01
Molten Hydra R	35.00	15.00		5	Disease Carriers C		0.13	100000	0 0.03	Treachery F			3.00 4	7177	Repercussion R	25.00	15.00	4.00 4	
Mother of Runes U		6.50		5 1.50	Donate R		4.00		3		0.50		0.10	0.03	Replenish R		20.00	4.00 4	
Multani, Maro-Sorcerer R Multani's Acolyte C		24.00 3.00		5 16.00	Dying Wail C		0.13	0.10		Twisted Experiment (0.10		Rescue C	5.00	2.99	2.00 4	
Multani's Presence		5.50	1.00	5 2.00	Elvish Lookout C Elvish Piper R		0.13 5.00	0.10 3.00		Urza's Incubator F Voice of Duty L			2.50 3	1.00	Rofellos, Llan. Emissary R		22.95	8.00 4	1100
No Mercy R		20.00	2000	5 3.48	Emperor Crocodile R	8.00	5.00	3.00		Voice of Reason L	1000000		0.50 1 0.50 1		Sanctimony U Scent of Cinder C	20.00	6.50	3.00 4	
Opal Avenger R	100000	12.00		5 3.00	Encroach U	2.00	1.00	0.50		Wake of Destruction			3.00 4	1.00	Scour U	8.95	6.00	4.00 4	
Opal Champion C		3.00	1100	4	Eradicate U		1.00		2	Wall of Glare			0.10		Scrying Glass R	25.00	15.00	4.00 4	
Opportunity U		7.00		5 0.50	Extruder U False Prophet R	9.00	1.00 5.99	0.49		Wild Colos (0.10		Serra Advocate U	8.95	6.00	3.00 4	2.00
Palinchron R		20.00		5 9.00	Fatigue C	0.50	0.13	3.00 3 0.10		Yavimaya Elder (Yavimaya Enchantress U	1000000		0.10 0 0.50 1	0.03	Sigil of Sleep C Skittering Horror C	10.00	2.99	2.00 4	0.00
Parch C	9.00	3.00	1.00	5 2.00	Fend Off C		0.13	0.10		Yavimaya Hollow R			3.00 4		Soul Feast U	8.95	6.99	3.00 4	
Peace and Quiet U		5.50		5 2.00	Festering Wound U	2.00	1.00	0.50	1	Yawgmoth's Bargain R	12.00	8.00	5.00 5		Sowing Salt U	8.95	6.00	4.00 4	
Phyrexian Defiler U Phyrexian Plaguelord R		5.00 12.00	0.00	5 2.00	Field Surgeon C	0.50	0.13	0.10			1800	F-8500			Splinter U	9.00	8.00	5.00 4	
Phyrexian Reclamation U		5.00		5 3.00 5 2.50	Flame Jet C Fledgling Osprey C	0.50	0.13	0.10		URZA	5	ŌΕ	511	NY	Squirming Mass C	5.00	2.99	2.00 4	0.00
Plague Beetle C		2.25		4 0.75	Flicker R	5.00	4.00	2.00		(FOIL		UE	SE.	7)	Storage Matrix R Telepathic Spies C	30.00 5.00	21.47	8.00 4	0.00
Planar Collapse R		20.00		5 5.00	Fodder Cannon U	2.00	1.00	0.50		Complete Set	\$2,000	\$1,900	\$1,800 5		Temporal Adept R		19.00	6.25 4	
Purify R		13.50		5 4.00	Gamekeeper U	2.00	1.00	0.40		Typical Common	4.00		2.00 3		Tethered Griffin R		15.00	4.00 4	
Pygmy Pyrosaur C Pyromancy R		3.00	1,00	5	Goblin Berserker U Goblin Festival R	2.00	1.00	0.49		A	****	A+0.00	A700 F		Thieving Magpie U	15.00	8.00	3.00 4	
Quicksilver Amulet R		15.00		5 5.00	Goblin Festival R Goblin Gardener C	6.00 0.50	3.50 0.13	1.75 3		Academy Rector R Æther Sting U			\$7.00 5 4.00 4		Thorn Elemental R		25.00	8.00 5	
Rack and Ruin U		6.00		5 1.00	Goblin Marshal R	6.00	4.00	1.75		Ancient Silverback R	10000000		7.00 4	2.00	Thran Dynamo U Thran Foundry U	8.95	8.00 7.00	5.00 4	1.00
Radiant, Archangel R		20.00		5 19.00	Goblin Masons C	0.50	0.13	0.10		Apprentice Necromancer R			7.00 4		Thran Golem R		20.00	7.00 4	4.00
Radiant's Dragoons U	1000000	7.00		5	Goliath Beetle C	0.50	0.13	0.10		Archery Training U	1000000	7.50	4.00 4		Tormented Angel C	5.00	2.99	2.00 4	0.96
Radiant's Judgment C Rancor C		2.75		4 0.25 4 2.00	Heart Warden C Hulking Ogre C	0.50	0.13	0.10		Attrition R			7.00 4		Treachery R		26.48	12.00 4	1.48
Rank and File U		5.50		5 2.00	Hulking Ogre C Hunting Moa U	2.00	0.13	0.10 0		Aura Thief R Blizzard Elemental R		18.00 15.00	7.00 4 6.00 4		Twisted Experiment C Urza's Incubator R	5.00	2.99	2.00 4	
Raven Familiar U		5.00		5 3.00	Illuminated Wings C	0.50	0.13	0.10		Bloodshot Cyclops R		19.00	7.00 4		Voice of Duty U	8.95	5.00	4.00 4	
Rebuild U	1000000	5.50	3.00		Impatience R	6.00	4.00	2.50 3	3	Body Snatcher R		17.50	7.00 4		Voice of Reason U	20.00	6.00	3.00 4	2.00
Repopulate C		2.75		4 0.25	Incendiary U	2.00	1.00	0.50 1		Braidwood Cup U		6.00	4.00 4		Wake of Destruction R	50.00	22.48	8.00 4	7.53
Ring of Gix R Rivalry R		50.00 12.00		5 3.00	Iridescent Drake U Ivy Seer U	2.00	1.00	0.40 1		Braidwood Sextant U			3.00 4		Wall of Glare C	5.00	2.99	2.00 4	
Scrapheap R		14.00		5 1.00	Jasmine Seer U	2.00	1.00	0.49 2		Brass Secretary U Brine Seer U		6.00	3.00 4 4.00 4		Wild Colos C Yavimaya Enchantress U	5.00 8.95	2.99	2.00 4 3.00 4	
Second Chance R		18.00	6.00		Junk Diver R	5.00	4.00	2.00 3		Bubbling Beebles C		3.00	2.00 4		Yavimaya Hollow R		19.99	5.00 4	5.00
Shivan Phoenix R		20.00		5	Keldon Champion U	2.00	1.00	0.50 1		Bubbling Muck C	0.00	2.99	2.00 4		Yawgmoth's Bargain R	1000000	30.00	8.75 5	
Sick and Tired C Simian Grunts C		2.75 4.00		4 0.25 5 1.00	Keldon Vandals C	0.50	0.15	0.10		Caltrops U	0.00	6.00	3.00 4		Bank Carlotte	888			
Spawning Pool U		7.00		5 2.00	Kingfisher C Landslide U	0.50	0.15	0.10 0		Capashen Standard C Carnival of Souls R		2.99	2.00 4 4.00 4		PROM	OT	10	NA	
Subversion R	25.00	15.00		5	Lurking Jackals U	2.00	1.00	0.50 1		Cinder Seer U		6.99	4.00 4			A RI			
Sustainer of the Realm U		5.50		5 2.00	Magnify C	0.50	0.15	0.10		Compost U		6.00	3.00 4	2.00	Arena September 1994			1999	
Swat C Tethered Skirge U	6.00	2.25 5.00		4 0.75	Mantis Engine U	1.00	1.00	0.50 1		Covetous Dragon R		22.48	6.25 5		Arena	8.00	5.00	3.75 2	
Thornwind Faeries C		3.00	7.22	5 2.00	Mark of Fury C Marker Beetles C	0.50	0.13 0.13	0.10 0		Disappear U Disease Carriers C		6.50 2.99	3.00 4 2.00 4	1.51	Sewers of Estark	7.00	5.00	3.00 1	
Thran Lens R		15.00		5 5.00	Mask of Law and Grace C	0.50	0.13	0.10 0		Donate R		15.00	2.00 4 7.00 4	0.96 5.00	Shattered Chains Februa	ry 1995			
Thran War Machine U		5.00		5 2.00	Master Healer R	5.00	4.00	2.00 3		Elvish Lookout C		2.99	2.00 4		Giant Badger	8.00	5.00	3.75 1	
Thran Weaponry R	20.00	12.00		5 3.00	Masticore R	10.00	5.00	2.25 3		Elvish Piper R		22.48	5.00 4		Daniel III		900		
Ticking Gnomes U Tinker U		6.50	2.00	5 1.00 5 0.50	Mental Discipline C Metalworker R	0.50 6.00	0.13	0.10 0		Emperor Crocodile R		20.00	6.25 5		Final Sacrifice April 199				
Tragic Poet C	000000	2.25	1.00		Metathran Elite U		1.00	0.49 1		Encroach U Eradicate U		6.99	4.00 4 5.00 4	1.01 1.01	Mana Crypt	25.00	18.00	10.00 3	
Treacherous Link U		6.50		5 0.50	Metathran Soldier C	0.50	0.13	0.10 0		Extruder U		6.00	4.00 4		DragonCon July 1994 / I	Juelist #	3 Octob	er 1994 /	Duelist
Treefolk Mystic C		2.98		4 0.02	Momentum U	2.00	1.00	0.49 1		False Prophet R		20.00	8.00 4	5.01	Companion (3 per) #4 N				-
Treetop Village U Urza's Blueprints R		10.00 12.00		5 2.00 5 3.00	Multani's Decree C Nightshade Seer U	0.50	0.13	0.10 0		Fatigue C		2.99	2.00 4	0.96	Nalathni Dragon	7.00	5.00	3.50 2	
Viashino Bey C		2.75		4 0.25	Nightshade Seer U Opalescence R	2.00	1.00	0.40 2 2.00 5		Fend Off C Festering Wound U		2.99	2.00 4 4.00 4	0.96	Whieneries Woods Issue	1005			
Viashino Cutthroat U	12.00	5.75	3.00	5 2.25	Opposition R	8.00	5.00	2.50 3		Flame Jet C		2.99	2.00 4		Whispering Woods Janu Windseeker Centaur	7.50	5.00	4.00 1	
Viashino Heretic U		5.00		5 2.50	Pattern of Rebirth R	6.25	5.00	3.00 3		Flicker R	25.00	15.00	4.00 4	5.00	William Control				
Viashino Sandscout C Vigilant Drake C		2.75	1.00	5 0.25	Phyrexian Monitor C Phyrexian Negator R	0.50	0.13	0.10 0		Fodder Cannon U	8.95	5.00	4.00 4		Arena Alternative Art Ca		100		And B
Walking Sponge U		5.00		5 2.00	Phyrexian Negator R Plague Dogs U	6.00	5.00	2.25 4 0.49 1		Gamekeeper U Goblin Berserker U		6.50	4.00 4 3.00 4	1.51 2.00	Counterspell Forest		10.00	2.00 4	
Weatherseed Elf C	6.00	3.00	1.00	4 1.00	Plated Spider C	0.50	0.13	0.10 0		Goblin Festival R		15.00	7.00 4	5.00	Island	5.00	4.00	2.00 3	1
Weatherseed Faeries C		3.00		4 0.50	Plow Under R	5.00	5.00	2.00 3		Goblin Gardener C	5.00	2.99	2.00 4	0.96	Mountain	5.00	4.00	2.00 3	
Weatherseed Treefolk R Wheel of Torture R	42.00	18.00 15.00		5 2.00 5 5.00	Powder Keg R	8.00	5.00	2.00 4		Goblin Marshal R	25.00	17.50	7.00 5		Plains	5.00	4.00	2.00 3	1
Wing Snare U		5.50		5 5.00	Private Research U Quash U	2.00	1.00	0.49 1 0.50 1		Goliath Beetle C Heart Warden C		3.00	2.00 4		Swamp	5.00	4.00	2.00 3	mail is
Yavimaya Granger C	6.00	2.75	1.00	4 0.25	Rapid Decay R	5.00	4.25	1.99 3		Hunting Moa U		7.00	4.00 4		Fireball Incinerate		12.00 11.50	1.00 4	
Yavimaya Scion C		2.75	1.00	4 0.25	Ravenous Rats C	0.50	0.15	0.10 0		Impatience R		15.00	7.00 4		Disenchant		16.50	2.00 5	3.50
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	1000	10.10			Reckless Abandon C Reliquary Monk C	0.50 0.50	0.13	0.10 0		Iridescent Drake U		6.99	3.00 4		The I SHE WITH				04 3
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				4 30.00	Replenish R	10.00	5.00	2.95 4		Junk Diver R		19.99	8.00 4	0.01					
Booster Pack	3.00	2.99	2.69		Rescue C	0.50	0.13	0.10 0	0.03	Keldon Champion U	8.99	6.50	5.00 4	1.50			- 1	190	_
Booster Display Typical Common	95.00 0.25	85.00 0.10	74.90		Rofellos, Llan. Emissary R Rofellos's Gift C	8.00 0.50	5.00 0.13	3.50 4 0.10 0		Keldon Vandals C		3.00	2.00 4	0.95	PARTY MAN				
Typical Collinion	0.23	0.10	0.10	0.05	Sanctimony U	2.00	1.00	0.10 0		Kingfisher C Landslide U	8.00 8.95	3.00 6.00	2.00 4		Chec	k nut	the		
Academy Rector R	\$7.00			5	Scent of Brine C	0.50	0.13	0.10 0		Lurking Jackals U		5.00	4.00 4		01100	. Jul		-	
Ather Sting U	2.00	1.00	0.50		Scent of Cinder C	0.50	0.13	0.10 0	0.13	Magnify C	5.00	2.99	2.00 4	0.96		5	70		
Ancient Silverback R	7.00	5.00	2.95		Scent of lay	0.50	0.13	0.10 0		Mantis Engine U	20.00	7.99	3.00 4	0.01		45			
Apprentice Necromancer R Archery Training U	2.00	4.75 1.00		3 0.26	Scent of Jasmine C Scent of Nightshade C	0.50	0.13	0.10 0		Marker Beetles C Master Healer R	5.00 25.00	2.99	2.00 4 4.00 4	0.96				3/27	
Attrition R	6.00	5.00		3	Scour U	2.00	1.00	0.50 1		Masticore R	45.00	22.95	5.00 4	2.51	on	line a	at		
Aura Thief R		4.00	2.25	4 0.99	Scrying Glass R	5.00	4.00	2.00 3		Mental Discipline C	10.00	2.99	2.00 4	0.96					
Blizzard Elemental R		4.00	2.00		Serra Advocate U	1.00	1.00	0.49 1		Metalworker R	40.00	20.00	7.00 4		www.wizar	ds.cr	m/d	uelis	it I
Bloodshot Cyclops R Body Snatcher R		5.00	2.25	3 1.00 3 0.01	Sigil of Sleep C Skittering Horror C	0.50	0.13 0.15	0.10 0		Metathran Elite U	8.95	5.00	3.00 4	3.00					
Braidwood Cup U	2.00	1.00	0.40	1	Slinking Skirge C	0.50	0.13	0.10 0		Metathran Soldier C Momentum U		3.00 6.00	2.00 4	0.95 2.00	NAME OF TAXABLE PARTY.				_
Braidwood Sextant U	1.00	1.00	0.30	1	Solidarity C	0.50	0.13	0.10 0		Nightshade Seer U		6.00	4.00 4	2.00					
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by Cory "Bitter Bear" Herndon

How to Become a Millionaire in Three Easy Steps

AFTER THE GREAT TCG RUSH OF '94, the Fairly Impressive TCG Boom of '95, the Not-Quite-as-Inspired TCG Surge of '96, and the Lean Season of '97–'98, 1999 saw the launch of several new games—from Tomb Raider to Young Jedi to some game called Pokémon. I think it's French.



No doubt you, too, will soon want to enter the thriving TCG market with a game of your own. But hey, it's a cruel world, kid—especially, let's face it, for someone like you—so don't waste your time furrowing your simian brow trying to come up with an original idea. Ain't gonna happen. Instead, use this handy TCG construction kit.



Mix 'n' Match Game Namer

No name, no game. Trust me on this, game designers *always* come up with the name first. Take one from column \boldsymbol{a} , one from column \boldsymbol{b} , and one from column \boldsymbol{c} :

Pokey	Mayhem	The Bludgeoning
Jurassic	Crack	Jamboree
Propecia	Vampire	Action Theatre
Butt	Death	The Showering
Orangutan	Trooper	Deathblow
Mud	S.U.V.	Beyond Neptune
Boom	Monkey	The Fattening
C.H.U.D.	Foot	3000 A.D.
Flatulence	Trucker	Project
Homicidal Clown	Ranger	Kersplat!



The Golden Rule

The great screenwriter William Goldman once wrote that the golden rule of Hollywood is:

"Nobody knows ANYTHING."

Well, I don't know about that, but I do know that the Golden Rule of card games could well be:

"Nobody's ever happy."

The more people complain, the happier they really are. Trust me on this. It's all in the design.

Gameplay Features

Every game needs "gameplay features"—little elements that set it off from the rest of the TCG pack. Too many, and only unemployed college students will play your game. Too few, and even the most rabid fanboy/girl will lose interest and go back to selling foil Pikachus on eBay. Here are some sure-fire winners to add marketing sparkle to your new TCG:

Cards. I can't stress this enough, people. Without cards, (virtual or otherwise, both of you Sanctum players) there's no game. Usually, you'll want them all to be the same size, and often they're rectangular. Eventually, you'll put stuff on the cards....

Card Art. Funny primates that we are, we humans love looking at pretty pictures. Put art on your cards, or they become weird, boring little cards with, um, no art. For your first game, you may wish to simply cut out illustrations from an old, cherished family photo album.

Especially those pictures of your sister.

Rules and Card Text. Come up with some way to pit your cards against each other, probably involving tapping (but don't call it that; that's patented). Then write a bunch of rules violations. These violations will become your card text.

Say, for your new Care Bear Battles TCG you pit your cute 'n' cuddly Care Bear against another cute 'n' cuddly Care Bear in a no-holds-barred grudge match. A veritable melee of carin' and sharin'. You play cards to decide how much damage Share Bear, for instance, will inflict upon Love-a-Lot Bear when she rips into that little pink sucker's esophagus with her razor sharp claws. "Spend One Point of Caring: Target Care Bear gets impaled on a big sharp stick for 25 points of damage" would be an example of card text.

Gimmick, License, or Celebrity

Spokesmodel. So Care Bear Battles is ready to go into production, but who's going to buy it? No one knows who you are. Let's face it, why should they? They've never heard of you, punk, and they probably wouldn't like you if they met you. For that matter, the last time I heard anyone mention the Care Bears was back in '87, and I'm pretty sure it was part of a shuttle Challenger joke. What if, instead of lame-ass generic Care Bear Battles, you tried to drum up support for Charles Nelson Reilly's Care Bear Battles? Stanley Kubrick Presents Full Metal Care Bear Battles? Homicide: Life on the Care Bear Battles? Why, you'd be writing your own ticket, kid, that's what.

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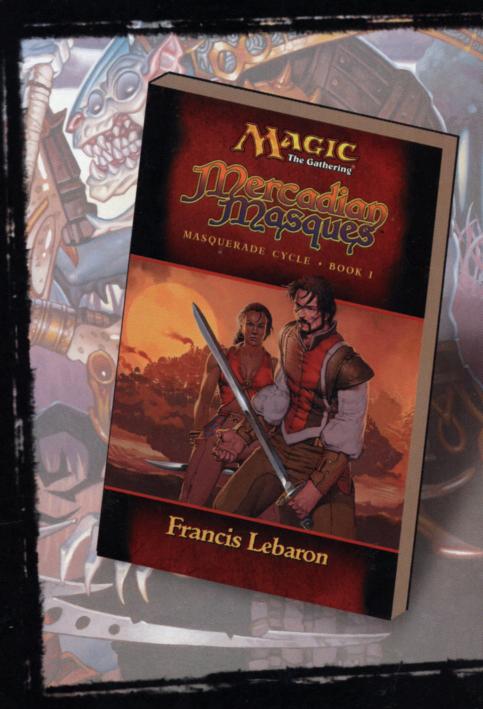
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September 1999

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